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SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

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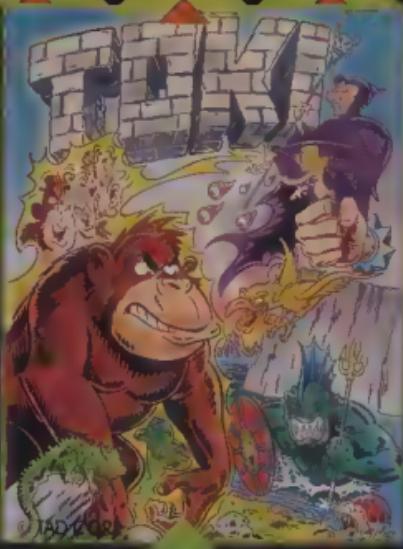
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# KOOKY KOMPO KORNER

HOTLINES OFF THE BOW, CAP'NI 20  
 Har, har, Jim led, there be treasures to be won with them there  
 hotlines - includin' yet another Super Famicom! Well, shiver  
 me timbers!



## YOB'S MAILBAG

Once more into the sack, dear friends - the miffsack, that is. YOB, the despot of the letters page, is out to shock and insult another batch of helpless readers! Will it be you?

22

## EDITOR TIM BOONE

Formerly a bit of a snappy dude. He tried turning up for work in a tattered t-shirt, his credibility rating hit an instant low. Now he's been doing his best in lugging an arched cabinet up four flights of stairs, diving into the fire escape for a coffee lab every now and then and wearing a mouldy old T-shirt, he now life in fine!

## ED FIRST

Our brand new Editor, Tim Boone muses over life the universe chocolate lingers, various comings and goings and, arm, everything!

6

## NEWS

Musical malarkey on the NES with the new Miracle keyboard from The Software Toolworks, electronic battlefield action Falcon 3.0, Rolling Thunder II - the co-op end more on! now-official Game Gear! Where else could you find all this but CGW News?

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8 8 8 8

**DEPUTY EDITOR****PAUL GLANCEY**

Spent the last 12 hours  
seriously reserved for soviet cos-  
monauts and Malibu beach  
volleyball players. Paul's been  
working his cotton socks off - as  
usual. Now that this issue's out  
he's turning his attention to  
Mars Attacks for a couple of  
weeks before we drag him back  
downstairs for more. It'll be tough  
at the top, or what?

**ART EDITOR****JOHN BILLINGTON**

Jon's been splitting his time be-  
tween writing CDs for his  
Technics party, CD player with  
matching Megawatt speakers  
and Chairing the newly-formed  
CVG Staff Welcoming Society. In  
between he's found time to get  
lough on the telephone play a  
few games and work like a  
hoss on this issue. What a trooper!

**STAFF WRITER****RICHARD LEDBETTER**

Sadly, this will be Rich's last  
issue as full-time wordsmith for  
CVG. He's packed his trunk, said  
his goodbyes, and turned exactly  
two yards to take his  
propulsion as main man on Mean  
Machines! Is this the end? Not at  
all - Rich will still be throwing his  
talents our way on a regular  
basis. Phew!

**STAFF WRITER****PAUL RAND**

Back from the Far East without a  
trace of a sun tan we reckon  
CVG veteran Paul's been hang-  
ing out in all those places his  
personality has allowed him  
aboard. Since returning from  
pleased to welcome the man  
Rand back to take up where Rich  
left off - and there's a full order  
for you!

**ALIEN STORM BREWIN**

CVG takes an early in-depth look at US Gold's Alien Storm. Blimey, it's gonna be a MONSTER hit!

16

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GC**THE CVG/US GOLD CHALLENGE!** 28

Another of Sadie's challengers is thrown in at the deep end as he takes on the CVG Claw and the boys from USG at Shadow Doctor, MERCS, Paperboy, and Gauntlet!

**SADIE'S SCORERS**

Another halving of high-score hilarity - Sadie's gunning for the CVG gang this month and no mistake!

**THE GREAT CVG QUESTIONNAIRE** 113

Answer a few questions and you could win one of five prizes of £200's worth of FREE software. Are we mad or what?

**JAZZA'S ARCADE ACTION**

Check out our Jazza's radical review of Data East's new Simpsons coin-op! It's crucial, man!

**PREVIEWS**

Manchester United hit Europe, courtesy of Krysalis. Xenon II and Prince of Persia hit the Master System while Captain Skyhawk blasts on to the NES! Not to mention a whole host of other previews too incredible to be listed here!



ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Martha Moloughney SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadie ADDITIONAL LAYOUT: Yvette Nichols MANGINO EDITOR: Julian Rignall PUBLISHER: Graham Taylor SUBSCRIPTIONS ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE1 9AA TEL: 0116 241051 EDITORIAL AND ADVERTISING: SLICE HEAP, Friary Court, 38-39 Paddington Lane, London E11 3AU TEL: 0171 251 0222 FAX: 071 459 1096

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HELLO DANNY CURLEY, YOU GOT YOUR MENTION AFTER ALL!

# THE NEW ADVENTURES OF ED-FIRST



◀ Use the CVG patent  
Oil of Editor. Before



...and after! Truly a  
miraculous improvement!

HELLO! Four weeks with Britain's biggest end best all-formatted games mag - and quite a month it's been! What with getting the job, settling in, jaunting off to Monaco, losing to Jaz at two-player Tetris, taking delivery of my very own Stargate arcade machine and beavering away on this issue, my size elevens have scarcely touched the ground!

Anyway, have we got the goodies lined up for you! Inside and outside this Monster Special issue you'll find the latest batch of super scary glow-in-the-dark stickers (more on them later) and an exclusive preview of Alien Storm - chock-a-block full of things that go bump with a tight.

Also, run your peepers over our first look at Chuck Yeager's Air Combat - possibly the best flight sim yet seen on any home machine. If that's not enough, get to grips with our review of GG Shmobi on the Game Gear (it's wicked!), Wrestle War on the Megadrive and Sim City on the Famicom. Are we good to you or what?

Talking of which, this month we're asking just exactly what YOU think of CVG. On pages 113 and 114 you'll find The CVG Questionnaire - with a grand total of £1000 of free software up for grabs! We want you to tell us exactly what's good and bad about the mag, together with a few details about yourselves. It's good fun, especially since we're giving £200 of free software to the first five completed forms pulled out of the hat.

So get slobbing and drop me a line here at CVG if there's something you want to get off your chest but can't fit onto the three lines at the bottom of the questionnaire. I'll throw in a free, gratis and for nothing Gameboy for the best letter - can't say fairer than that. On with the show...

## THE WANDERER RETURNS

Just when everybody thought Hong Kong was just far enough old and Paul 'Pauky' Rand returned to far flung Far Eastern土 to win back his old job, off we went to VG Fair - and where, eh?

Having charmed the natives of Hong Kong and amazed locals with his knowledge of frothing beverages, Paul hit his way through just as we gaped down with all of technical tele-miracles, the details of which would be best not to go into.

Back on British soil, I - a die-born Liverpool - reported about finding a bedsheet he'd only to find that nobody was prepared to take his whippets or accept massed ROM chips in place of rent.

Anyway, the upshot of all this is that the man Rand is now back on the beat, so sorry to those of you who set our sights high and applied for the job of Staff Writer.

I - identically Paul's alter ego - good news for CVG and everyone else except the Hong Kong tourist commission who had his cappy T-shirts and bloody Southern jokes marked down as their main attraction for the summer.

# GRAB THOSE GLOWING STICKERS AND WIN A SUPER FAMICOM!

Check out those grippingly gruesome glow-in-the-dark ghoulies on the cover! Good, eh? Well, if that's not enough, leave them in the light for a minute or two, then go to a dark place and put a sheet over your head or something and scare everybody's socks off as those evil eyes glow green!

Here's how to use those scary stickers to win yourself a scrumby Super Famicom! First of all, collect all four sets of stickers - two with the June end July issues of CVG and two with the June end July issues of Mean Machines (Wheddy mean you haven't bought the June Mean Machines yet? Do you know what you're missing?!)

## ALERT! APRIL HOTLINE WINNERS MISSING!

When R.A.D. Mr Competition Swan left us last month we kind of lost track of the names and addresses of the winners of the Hotline competitions who were announced last month. So if you want to claim your prizes George Collier, Simon Barrett and Gary Hubble, please write in with your details. By the way, Dean Quick Off The Mark! Oklah has already contacted us, so no trying to claim his prize - you naughty compo frauds! We've got your numbers!



## KOMPETITION KORNER

This month: May Yes, if you entered a compo in the May issue of CVG, look below for your name. You too could be a winner! Or not. Whatever.

### VIRTUALLY THE BEST COMPO IN THE WORLD

Two CVG readers will be going on an expenses-paid trip to W Industries to give their Virtuality machines a thorough workout. Those lucky people are Paul McNaught, Poulton, Cheshire Gavin Wild, Weybridge, Surrey

### THE MAY HOTLINES

#### WIN A MEGADRIVE

Ross White, Alice, Ayr

#### WIN A PC ENGINE

Mathew Tamblin, Biscay, Powys

#### WIN A GAMEBOY

Ben Banstead, Muswell Hill, London

#### WIN A SUPER FAMICOM

William Black, Annan, Dumfriesshire



NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_

THE MONSTER QUESTION: THIS WILL DECIDE THE WINNER!  
WHAT WAS THE NAME OF THAT HUGE, RUBBER JAPANESE DINOSAUR WHO FOUGHT MOTHRA, KING GHIDRAH, RODAN AND STARRIED IN SOME OF THE SILLIEST MONSTER MOVIES EVER?

IF I WIN, I'D LIKE A PAL  SCANT  SUPER FAMICOM (16KB ROM)

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# NEWS

## ALIENS, GUNS AND ROBBERS

Here's a quick lowdown on the mega movies of the moment likely to be making their way onto a computer near you real soon - Aliens 3, Robocop 3 and Captain Hook, err, 1.

With what monsters all over this month's CVG, we've got to start with a mention for the biggest bug movie of the lot - Aliens 3. Microsoft have snapped up the rights to this tasty and are planning a completely different style of off the movie to full effect.

The film, starring veteran Alien basher and a host of British stars, looks set to be unleashed on the public later this year.

Apparently there are very few guns in the film (the humans are armed with knives and things) and bits of the movie were filmed on an English beach because it looks an alien landscape. So now you know!

The CVG crew have had a quick look at Amiga and it's looking pretty impressive. Ocean's Ocean DID (the team behind F29 Retakata) have a full 3D game which appears considerably less than the other two. One to watch out for.

Also, we do hear tell that Steven Spielberg's next Captain Hook, will be swashbuckling its way onto the screen, thanks again to Ocean.

This looks like a license and a half (the first two hooks to make) and we'll bring you more news as have it!



## GAME GEAR GETS GOING



# ROLLING THUNDER

DRAG over these mouth-watering screenshots. Thrill to that playability. Go all goosapimply over the graphics. Get a grip on yourself - Rolling Thunder is back in the arcades!

After five very long years one of the finest coin-ops ever (A top ten jobbie in Boone's Arcade Hall of Fame) makes a welcome return - with twice the thrills for your hard-earned dosh.

The original just oozed finely tuned gameplay and early reports from Japan indicate that Namco have captured the same atmosphere of clean cut mayhem for Rolling Thunder 2.

Basically the terrorists are taking over - wrecking every communication satellite floating around the Earth and leaving everyone in a frantic panic. Well what do you expect with no Sky Movies?

It's all the fault of the Gedra - those bad guys from RT One remastered to cause more trouble as the Neo-Gedra (clever eh?) The war has started again.

Luckily agent Albatross from the original now has a fine looking sidekick - the slimy red-headed Reia. Together or one at a time they can take on the baddies in a struggle to save the planet.

Just like the original there are one heck of a lot of bad dudes to contend with. Luckily there are guns and machine guns to play with, with various piles of ammo hiding behind closed doors!

Expect to see Rolling Thunder at an arcade near you at some time in the near future. Make sure you save those 10ps - you're going to need 'em.



# NEWS

## TETRIS TIMES TWO

THE best game in the world could soon be getting better. Tetris is back - and how! Just as the world recovers from Alexey Pajitnov's landmark game, hot from chilly Moscow comes news of Super Tetris! Published by Spectrum Holobyte and previewed at the CES show, this sequel looks set to knock the original into a Cossack's cocked hat - incredible! Rest assured we'll have the full lowdown on the one very soon indeed.



TURN on your telly night now and chances are you'll tune in to find good old Mario at the top of a skyscraper and saving the world (again).

Why? It's all to do with Nintendo's totally mega TV advertising campaign to convince everyone how utterly fab the Game boy is - as if you needed telling!

What with Mario doing the business with Walkers Crisps for the NES, this latest ad campaign should make Mario the household name he's already become in the America.

Viewers who will be able to watch our cuties computer chum at work this month include LWT, Central, STV, Yorkshire and Tyne-Tees. Lucky old them, eh?

By the way, did you know that Nintendo have already sold a total of five million Gameboys and 25 million Gamepaks in the states? Put together, that lot's worth more than a billion dollars!

FLY HIGH WITH THE BEST!



# NEWS

## PRE-HYSTERICAL PREHISTORIK

**T**ITUS are certainly pulling out all the stops - they've just announced the release of the adventures of their newest hero, Preheliplonk. Set in the stone age, our hero, a member of the T-Bone Tribe, is out to lunch - literally! Armed with his



Diner-Club (groen!), our rock 'ard rockhead has to travel through the unexplored ice fields of Antarctica, the dark and mysterious caverns of 'the shady continent' (wherever that is) and the lush jungles of the Tropics.

If you ask us, this looks more than a little like Core's Chuck Rock, but whether the playability is more than sufficiently different is yet to be seen...



## GULF WAR, ANYBODY?

**A**NYONE who enjoys computer wargaming will be interested to hear of Electronic Zoo's imminent release, Brigade Commander. Written by TTR Development (a team whose personnel almost entirely consists of active duty, reserve, disabled, or retired military personnel), Brigade Commander is unlike most games of this ilk, as it runs in real-time.

The game is also scenario-driven, so the features of the map, the composition of the opposing forces and their goals are all dependent on what scenario is being played! Neal, eh?

Add to that a data disk based upon 'Operation Desert Storm' (the operation name given to the Allies' assault during the Gulf War), and you've got yourself what amounts to quite a complex system. Brigade Commander should be out and about as you read this, for the princely sum of £25.99. For further information call Electronic Zoo on 0285 641541.



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it works, eating  
power rings, tumbling through  
tunnels, bouncing across land-  
scapes zapping badguys as you  
go on to destroy the dark force  
Dr Eggman is at shadow  
world



**“the biggest &  
best thing ever  
seen on the  
mega drive”**

MEAN MACHINES



# NEWS

## PIT-FIGHTER

The Fighting Machine

### BEATING THE COMPETITION

DOMARK are hoping to get the Christmas Number One slot with their conversion of Atari's massive beat 'em up, Pit-Fighter. The game is set in the seedy world of illegal underground fighting, with the player adopting the guise of one of three fighting aces taking on a bunch of deranged psychos in a series of one-on-one battles!



The arcade machine was a massive hit due to the combination of digitised graphics and sound and brilliant gameplay. In fact it's probably one of the most enjoyable beat 'em ups doing the rounds in the arcades!

Domark acquired the licence to Pit-Fighter as soon as it hit the arcades and have been beavering away on its conversions since. From what we've seen of the Amiga game it looks superb - with authentic visuals and simultaneous two-player action. Domark even reckon they can cram in all the sampled speech and effects as well!

This could well be one of the best Tengen coin-op conversions yet - watch out for a full preview next month in CVG!



### HAMMER, DON'T HURT 'EM

COMING soon to an Amiga, C64 or a PC near you courtesy of those German software wallahs Demoware is PP Hammer and his Pneumatic Weapon. Now, before you start smirking and falling about, PP Hammer is a young lad with a pneumatic drill who must run around 70 levels of monster-infested madness in order to grab all the treasure. On his quest PP will find all manner of objects to aid him such as keys, potions, scrolls, oil (for the drill) and so on. But if the going gets too drastic, PP can hide underneath his big yellow helmet.



We've had a look at an early version of the game and to be quite honest we're not overly impressed. But, as they say, ours is not the reason why ours is not the reason why ours is just to give this sucker the full low-down in a future issue. PP will be out on the Amiga at the beginning of June with the C64 and PC versions to follow.

# NEWS

## SPECIAL REPORT

### MINDSCAPE'S MIRACLE OF MUSIC TECHNOLOGY

It's a miracle! A true, blue spectacle, the miracle is you! Ooh!  
Barry Manilow

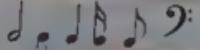
#### A MIRACLE OF MUSIC TECHNOLOGY!

Say goodbye to the horror of piano lessons (if piano lessons were ever horrible) with this coming soon musical keyboard system which allegedly teaches even a complete imbecile (pictured) to play the piano. Software Toolworks' Miracle system has been selling like hot cakes in the USA, and in September you'll be able to get hold of one over here, thanks to Mindscape who plan to sell it for the amazing value-for-money price of £249.

The 49-key keyboard incorporates stereo speakers, a headphone socket and even MIDI ports, so you can hook up a drum machine or sequencer. The keys are all velocity-sensitive, so the harder you strike them, the louder the sound, and in total,

the unit can produce 128 different sounds in 16 note polyphony. The keyboard can be played on its own of course, but if you want to learn to be a virtuoso, plug it into your Nintendo (PC and Amiga versions are rumoured to be on the way) and the cartridge supplied and the machine will teach you all about rhythm and reading music in 50 easy, practical lessons.

Sounds too good to be true? We thought so too, but after a quick demonstration, the thwarted CVG Manilows were truly astonished by the clever software, and were clamouring to learn more. We'll be giving YOU more details in the full review of the Miracle which will appear in these pages in just a couple of issues. Music lovers, stay tuned!



# PREVIEW

VERSION	PRICE
AMIGA	£ TBA
ST	£ TBA
SPECTRUM	£ TBA
AMSTRAD	£ TBA
C64	£ TBA

September

Coming soon from US Gold are conversions of Sega's excellent arcade blast. While Richie Leadbetter was in Brum for the Challenge, he sneaked a peek at how things were progressing - expect the exclusive review next month!

Alien Storm went down a storm (groan, gibber...) in arcades during 1990, combining alien A.I. games with big guns and laser whips! The scenario (as it can be experienced from a coin-op) is rather cosy. Put simply, the aliens have landed on Earth and repelled humanity; aliens have now grown from them, strengthened by the Earth's dead air atmosphere. Now, the population centres of the world have been emptied and aliens roam the streets looking for humans to attack, slime to death and then eat for dinner (yum yum). There are three heroes in the game who fight the alien menace.

US Gold are the software publishers behind the home versions of Alien Storm and they've enlisted the aid of Tiertex (fresh from their successful conversion of MER) to carry out the home versions. From the look of the spectrum and ST versions we've seen, it looks very impressive indeed and we'll be giving you the definitive review next month - CVG

# ALIEN STORM

▼ Get the sick-dog episode!



## SCROLLING BLAST-ALONG

Most of the xenomorph-busting action takes place on a horizontally-scrolling playfield, with our heroes blasting the seven biffs out of any aliens in close proximity. The weapons handled by the main characters don't exactly have much range, so unfortunately you have to get in pretty close to be sure of sealing the aliens doom!



## A BRISK JOG...

In the bonus game, the player runs along a horizontally scrolling level, blasting all sorts of alien scum into next week and beyond! When all the high-speed malarkey is over, the player's performance is judged by the panel (made up of characters from previous Sega com-ops even the dwarf from Golden Axe is in there!). Bonus points are awarded based on the judges' deliberations.



▼ Devastation guaranteed.

SECTION 2  
STAGE 4



MISSION 6  
STAGE 4

▲ Scooter gets angry!

▲ Scooter is surrounded!

### 3D PARALLAX DESTRUCTION

Another part of the game takes place inside a building infested with alien scum. So, pausing only to scoop up a heavy duty laser rifle, it's the players job to patrol the parallax scrolling building letting all sorts of alien eat photon death.

# PREVIEW

VERSION  
AMIGA  
ST  
SPECTRUM  
AMSTRAD  
C64

DATE  
SEPTEMBER  
SEPTEMBER  
SEPTEMBER  
SEPTEMBER  
SEPTEMBER

PRICE  
£ TBA  
£ TBA  
£ TBA  
£ TBA  
£ TBA

## MEGADRIVE MASSACRE

Due from the Land of the Rising Sun in a couple of months is the Megadrive version of Alien Storm. US Gold actually used this version of the game as a basis of the conversion, because it has more levels than the arcade machine! The gameplay is identical to all the other versions of the game, featuring all of the different game styles.

## HAVE-A-GO HEROES

### GORDON

Gordon's no moron. He'll do pretty much a number of rolls and a little more achievement. He's also armed with a massive bazooka, a hand held shotgun, a laser gun and a plasma cannon.



### KALRA

Give her a try but Kalra is one mean fighting machine. Her weapon is highly effective flame thrower!



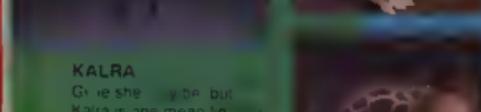
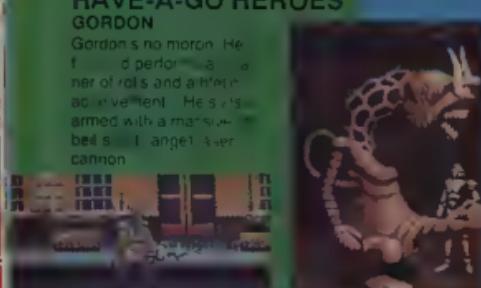
### SCOOTER

As far as and Scooter's a bit so he should be massive laser w...



## ALIEN STORM: THE COIN-OP

Alien Storm is Sega's own sequel to their massively popular Alien Syndrome coin-op, but they've gone one better on their last effort by having not two, but three players blasting away simultaneously! On the home versions, only two-players can battle away simultaneously and obviously the graphics and sound are that bit simpler than the coin-op's (here's some arcade screen shots for your delectation) but the game-play itself is much the same.



The coin-op  
attract sequence.

▼ George gets meant!

▼ Eye-eye! This looks a tad menacing!



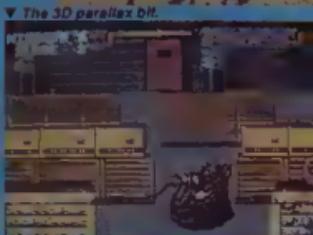
Can all this  
be crammed  
into an ST?

### ALIEN STORM

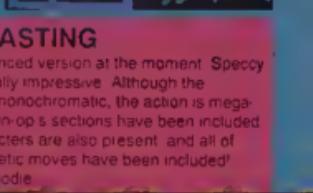
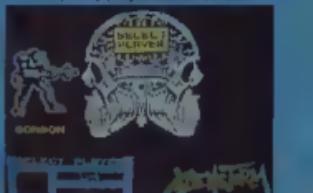
First off, things the ST version of Alien Storm looks pretty close to the coin-op original. The xenomorph's antics are just as much fun as the arcade version, and though the software's a tad jerky (especially in the fast-moving running sections), it still looks like being quite a ride.



▲ ST Blastorm!



▼ The 3D parallax bit.



### SPECCY BLASTING

A walk in the park turns deadly. By far the most advanced version at the moment, Speccy Alien Storm looks really impressive. Although the graphics are mostly monochromatic, the action is mega-fast, and all of the coin-op's sections have been included. All of the three characters are also present, and all of their attacks and athletic moves have been included! Looks like being a goodie.

# HOTLINE G

## WIN A PC ENGINE! 0839 654 169

One of the best consoles available, this micro-matchbox of arcade anatomy is up for grabs! Want to win one, do you? Well, you'll have to call this number first!



## WIN A MEGADRIVE! 0839 654 168

Dark, sleek and deadly, this 16-bit superstar of consoledom is just waiting to be won - could you be the lucky reader? Grab that raffle and find out!

## WIN A GAMEBOY! 0839 654 170

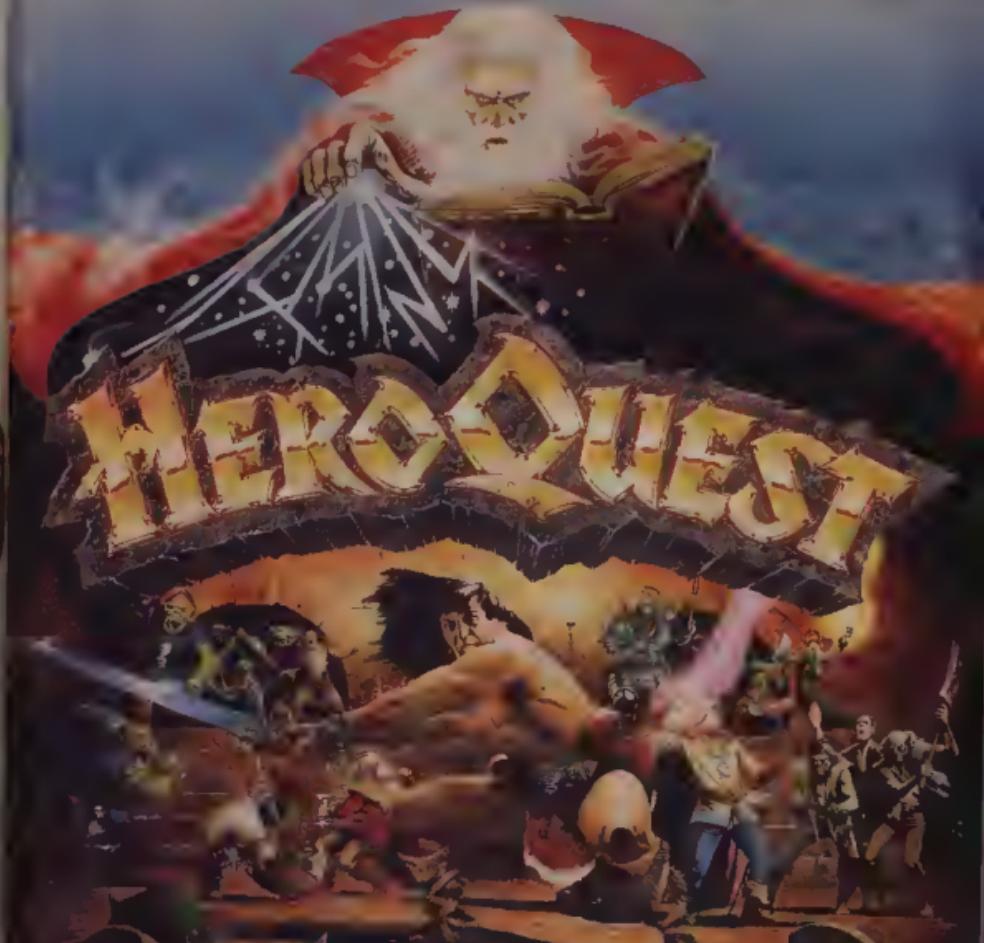
This little baby has been snapped up by all manner of stars. If you want to join in the hand-held hilarity, you'll have to leap on the phone and dial that number bloomin' quick!



## WIN A SUPER FAMICOM 0839 654 171

Possibly the best console ever conceived, the Super Famicom is now Japan's biggest selling machine! To be in with a chance of winning one, get granny off the line, and ring this number NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).



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# REVIEW

# MEGADRIVE

£35.00

100

BY SEGA

Tanocoptes have been chosen as the first mite to be used in biological control. The logic is sound, the results are impressive, and the advances made since 1968 should continue to bring many benefits to society, and they are only beginning.

The screen is split. We see the players in the stadium, and a group of the young Indian children running and cheering. They are all dressed in the same style. The Indian children are the ones who are cheering for the brothers to make the best possible winning to carry the ball.

A close-up shot of a hand holding a small, yellow, textured object, possibly a piece of food or a toy, against a dark background. The hand is positioned in the foreground, with the object held between the thumb and forefinger. The background is dark and out of focus.

able of providing exciting entertainment. Do NOT follow your instincts and start playing this on EASY level because after two games you'll have completed it! In fact the only way to get your money's worth out of Bonanza Brothers is to set the difficulty level to maximum, the lives count to minimum and ignore the option to continue using the extra credits. Even playing this way, it doesn't take long to grow tired of the game and bored with the lack of things to do. In short, after only a few plays the entertainment value of Bonanza Bros. plummeted, and if I were paying in excess of £30.00 for a game, I'd expect something much more substantial for my money.

PAUL  
GLANCEY

## ON GUARD

The Bonanza Bids. Losses in this escapade are multitudinous. And they are.

**THE UNIFORMS.** Dressed in blue, yellow or green, these lads are easy to knock out because they don't wear armour. But shoot last because even if they don't chase and shoot at the brothers, they will raise the alarm with a whistle or a gun-shot.

**THE ARMoured GUYS**  
The Bonanza Bots' worst enemies. As well as wearing armour, these guys carry bullet-proof shields so they can only be shot when they are facing away from the brothers. If that doesn't work, you can rely on their slow reactions and risk dodging around them.

**THE WAITERS:** These bad-  
des inhabit locations such as  
the Millionaire's Yacht, and  
usually they're pretty  
shocked when they first see  
the brothers - so shocked  
that they drop all the plates  
they're carrying! There are  
however a couple of quick-  
witted individuals who start  
throwing their plates at the in-  
truders!

**THE ROBODOGS:** These steel-toothed monsters crawl around the later levels, growling whenever the brothers approach, then pouncing to knock them off their feet. However, hark at 'em when you pop a couple of sun pellets into their metal butts!

**THE BEARDED BOMBERS:** Usually to be found guarding exits, it takes four or five shots to knock these guys off their feet, and it's probably best to expand the ammunition, because they like to either pound heads or lob bombs in the brothers' direction.



# BANANZA BROS.

# ►►► REVIEW

## TRICKS AND TRAPS

Bananza Bros features some painful-looking sight gags to get the players round by which the preceding paragraph



**THE DOOR SLAM:** This can be used at every venue. Hide behind a closed door, then lure a guard to the other side. When he is right behind it, open the door and SPLAT! Make sure you do it to them before they do it to you though.



**THE CRUSHER:** To be found in the Mini-Temp, an armoured guy towards you then duck behind the machine, grab the lever and pull. Chorlie in hysterics as he is squashed flat, making him a bit of a walkover!



**THE RAKE:** Some guardian gardener has left his tools out, and if you're not careful one of the boys will knock himself cold when he steps on the end of the rake and the shaft smacks him in the face. Best jumped over.



**THE CAN:** A bit like the rake really. A litter bug has left a can on the ground, and if one of the lads walks into it, rather than jumps over it, he'll end up flat on his back, ready to be collided.



**THE ROBOT HEAD:** A good way of avoiding the guards in the MD Laborelory. As soon as one comes near, duck into an alcove, and the brother in your charge plucks the head off a nearby robot and puts it on as a cunning disguise!



**THE ROPE SLIDE:** This one looks fun rather than painful, but it all ends in agony. It's actually a fast way of getting from to the floor below, but it's so fast that as soon as slide stops, the speeding brother is hunted through the nearest brick wall!



▲ Both Rebo and Modo can do this.



▲ Rebo sometimes has the Robot Head.



▲ Hobo gets the last bite while Rebo hangs for the last.



# REVIEW

BONANZA BROS

00044600

PAUSE

STAGE

000476

PAUSE

000676



Quick exit

000660

PAUSE

000676

## ARCADE BONANZA

The Bonanza Bros coin-op appeared in British arcades last summer and its weird gameplay (especially for a Sega machine) and stylish graphics earned it some success. This conversion is two levels shorter than the coin-op, the fruit market being one of those absent. Also missing are the bonus stages which appear every few levels in the arcade game, in which the Bros have to dodge the beams of searchlights or face a mouthful of bullets!



0003000

PAUSE

00034400



0003000

PAUSE

00034400



▲ Robo gets a rake in the face - Hobo gets a good laugh

Bob takes the brothers have been captured

There's no denying the graphical appeal of Bonanza Bros. The sprites are true to the arcade, with some nice, varied backgrounds and excellent sprites. The sound is quite nice too with some cutey soundtracks and good effects. To begin with the gameplay is quite entertaining - blasting missiles and collecting the eggs does keep you occupied for a couple of hours, but if you've got the difficulty level on the lowest setting and the lives counter on the highest, then you'll complete the game in just a couple of shots. There are actually less levels in this version than there are in the arcade and all of the bonus levels are missing too. Superficially, Bonanza Bros is a great game, but it lacks the lastability factor that would make shelling out £35.00 truly justified.

RICHARD  
LEADBETTER

## MEGADRIVE

GRAPHICS	93
SOUNDS	70
PLAYABILITY	71
LASTABILITY	55
OVERALL	65

# RBI<sup>TM</sup> TWO BASEBALL

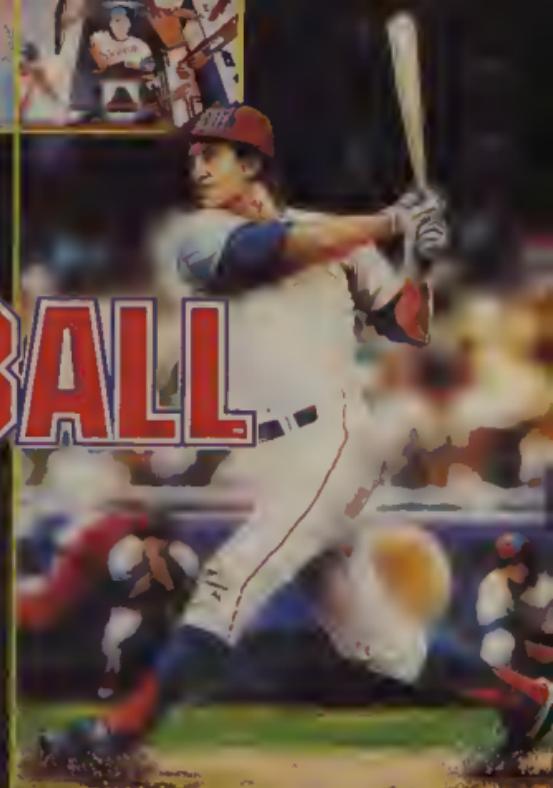
**RBI** sets a new standard in Baseball simulations.

Easy to play, you can really feel the crack of ball against bat as you hit a big one and go for a home run. Wind up to pitch a fast ball or play tricky with a slow curvar. Put on your glove and dive for catchaa or try to tag those runners between basas.

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\*Competition closes 15th August, 1991. \*\* Available on all formats

# DOMARK

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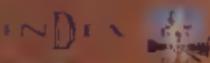
A WHOLE WORDS WORTH



SWAP NOTES WITH LUDWIG.

GET INTO THE GROOVE OR

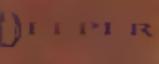
INTO A HOLE DRIVE OFF TO



INDIA COME ON INDIANA



BURIED TREASURE, BURROW



DEEPER ER, WHAT'S UP DOC?



THAT'S ALL FOLKS!





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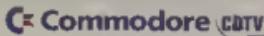
Title. Mr.  Mrs.  Ms.  Miss  Other

Surname

Initials -

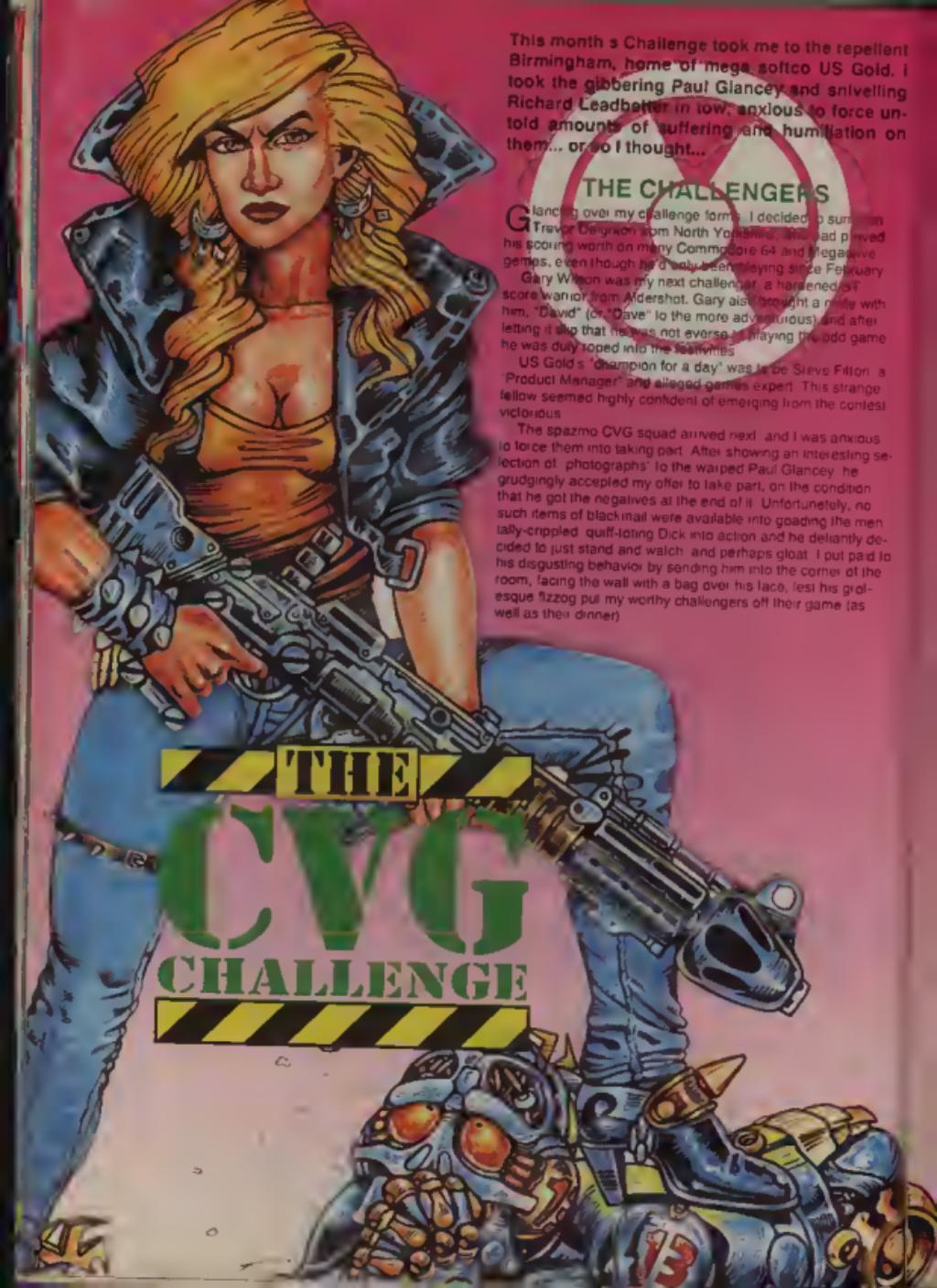
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DV62

THERE'S A LITTLE BIT OF COMMODORE IN ALL OF US  
Post contains CDTV machine, infra red remote control and ready to play CDTV discs.



This month's Challenge took me to the repellent Birmingham, home of mega softco US Gold. I took the gibbering Paul Glancey and snivelling Richard Leadbetter in tow, anxious to force untold amounts of suffering and humiliation on them... or so I thought...

## THE CHALLENGERS

Glancing over my challenge forms, I decided to summon Trevor Dergwon from North Yorkshire, who had proved his scoring worth on many Commodore 64 and Megadrive games, even though he'd only been playing since February.

Gary Wilson was my next challenger, a hardened 31 score warrior from Aldershot. Gary also brought a mate with him, "David" (or "Dave" to the more adventurous), and after letting it slip that he was not averse to playing the odd game he was duly lured into the festivities.

US Gold's "champion for a day" was to be Steve Filton, a "Product Manager" and alleged games expert. This strange fellow seemed highly confident of emerging from the contest victorious.

The spazmo CVG squad arrived next, and I was anxious to force them into taking part. After showing an interesting selection of "photographs" to the warped Paul Glancey, he grudgingly accepted my offer to take part, on the condition that he got the negatives at the end of it. Unfortunately, no such items of blackmail were available into goading the mentally-crippled quiff-having Dick into action and he delinately decided to just stand and watch, and perhaps gloat. I put paid to his disgusting behavior by sending him into the corner of the room, facing the wall with a bag over his face, lest his grotesque fizzgog pull my worthy challengers off their game (as well as their dinner).

# THE CVG CHALLENGE

## GAME ONE GAUNTLET

A worthy game to start the challenge. Gauntlet is an 8-way scrolling maze game with the objective being to reach the exit of each maze blasting and blasting meanies on the way. This isn't really my cup of tea - the lack of gratuitous violence just isn't good enough. Still, this Master System version of the game is probably the best yet, so it's not all bad.

Trevor went first, "went" being the operative word. Being relatively new to this computer game malarkey, the ex army diver had never played any version of this age-old arcade blast, and his maze-related antics proved to be completely inept. The other challengers watched in dumbstruck awe at his unskilled activities. A pitiful 2,500 was all Trev could come up with. Oh well.



▲ Gary takes his seat and proceeds into battle against ghouls and demons in the Sega version of Gauntlet. By the time he'd finished his go, his slow-playing tactics had drained the will to play from the other competitors, allowing him to take the round.

The slightly more experienced Mr Wilson proved to be marginally more successful, achieving a score of 9,140. His game was a more cautious one, hiding behind corners and occasionally blasting the meanies. It took an age to wrest the lead from the console, and I suddenly realised that dirty play was the order of the day. Gary was subtly trying to bore his opponents into submission!



▲ Steve Fitton - a man barely alive. Gantaman, we can rebuild him. We have the technology to make him the world's smallest product manager.

David arrived next - he was late and came in to a law-miserable 4,140 - and that was after a practice session! I wondered if this cheeky chappie was really any good at games following the effort I decided to keep a close eye on him.

Steve 'Mi US Gold' Fitton came up next for his turn, and came away with a fairly creditable 6,325, and so he should seeing as he'd playtested the game! His tactics were much like slothful Gary's except that they were even more tedious. About fifteen hours later he was finished (but Gary's score still ruled) and I woke up the rest of the audience ready for the final pathetic participant.

It only took a sauceman blow to the cranium to wake up the retarded doodling Glancey person and persuade him to take his seat before the Master System. Obviously the concussion had some unforeseen effect and he somehow knocked up 6,015 points, which I was shamed to admit gave him third place in this round. Arrggghhhh! I'd make the fool never wish he'd been born for this!

## GAME TWO PAPERBOY

The Sega version of this age-old coin-op was the next game on my challenge agenda, and after the drawn-out proceedings of the Gauntlet game I ushered Trevor to the seat, ready to commence newspaper-throwing combat. This was another game he'd never played - but after five minutes of competent coaching from the Glancey-thing he turfed up a pretty decent score of 4,200 points - reaching day three.

Gary and David (real life paperboys both) obviously weren't paying attention during Paul's 'expert' tutorage and came up with a pair of surprisingly lacking performances scoring 3,900 and 3,550 respectively. Their games were particularly painful to watch and it seemed that avoiding any sort of obstacle was a bit too much for these creatures.



▲ Mean and moody Mr Wilson studies his surroundings and struggles not to be brainwashed by the huge number of publicity posters which confront him at every turn! You can tell by the look on his face that his will is gradually slipping away...

The diminutive Steve Fitton took the seat after about seven minutes' worth of constant whinging, ended only by my mentioning something about his tender regions and the large, spiked stick I'd brought in my weapons holdall, and the red mist that was appearing before my eyes. It seemed that his pathetic apologetic whining was justified as he came last with a limp 3,330.

Last and very definitely least, the giggling, deluded Glancey took the hot seat. He had obviously been taking some kind of subliminal anti-clumsiness course and much to my supreme annoyance he took the round with a massive 10,610 points! At this stage in the contest, this made him joint leader

# THE CVG CHALLENGE

## CONTINUED...

With Gary I hoped that he completely fouled-up the next couple of rounds - for his sake. Unfortunately, US Gold didn't share my sentiments and took the whole lot of us (including the Leadbelter creature) out to lunch at the swanky TGI Friday's restaurant!



▲ Trevor Delighton - a man so hard he can sit on discarded soft drink cans without inflicting injury. Here we see him watching his fellow challengers practicing on the Shadow Dancer coin-op in the corner of the room.

### GAME THREE SHADOW DANCER

After a vast lunch, it was time to cart the challengers off to US Gold's coin-op city for the third and fourth rounds of my challenge. To get the ball rolling, I ordered one round to be played on Shadow Dancer - the story of a psychotic ninja and his ferocious child-mauling canine chum.

Cheers went up from the assembled US Goldies as Steve stepped up to the machine. He reckoned he was company champion at this particular coin-op, and proceeded to let everyone else know as he started to show off a bit (more than a bit actually - his slimy smugness made me want to vomit into the nearest sick bag). His multiple hours of practice made it easy for him to get well into the game before his on-screen Ninja counterpart finally kicked the bucket. He finished his game with a meaty 76,000.



▲ Heaaaaa's David! He's having a bit of a practice at Shadow Dancer before lunch so he can trounce the rest of the field later. Unfortunately, it was all to go so tragically wrong for the boy when the time came.

After this slimy, odious performance, David's limp 4,800 was, well, there's no other word for it, but "distressing" - I don't really want to dwell on this iniquity, so I won't.

Unfortunately the same goes for Gary's equally lackluster performance. His score of 5,600 wasn't quite as disastrous

as David's effort, but it simply wasn't good enough to earn Steve's performance.

To round the game off with a laugh and a half, Paul Glancey arrived to have a quick stab at the game. I had noticed him observing Steve's skillful attempt, and he had obviously been taking careful note of how to take out the tougher terrorists. So, even though he had played the arcade game in only two other occasions, the annoying creature actually did surprisingly well, clocking up a fairly decent 20,400 and claiming second place as his own. Bah!

## GAME FOUR MERC'S

Eager to redeem himself after his earlier failures, Trevor had been practising on the MERC's coin-op which stood in the corner of the room. So he was first to take the joystick, and he proceeded to blast his way through level one, collecting all the weapons he could and massacring as many enemy soldiers as possible. His performance did him credit and he came away from the game with a respectable score of 51,450 points.

Steve decided to have a go next. He brashly announced that this was another coin-op to which he was seriously addicted, causing looks of consternation to be passed between the other challengers, who had played it only seldom. Sadly his boasting proved to be no lie and his assault on the enemy continued until the end of level two. He left the coin-op after racking up 52,300 points.

Again I had observed the writhing Glancey studying Steve's tactics, anxious to emulate them for maximum success. Some hope! When his turn actually came up, the nau-sating Paul 'Mr Floppy' Glancey actually did better than Steve, yomping through the majority of level two with a gargantuan score of 69,600. The assembled masses seemed to think that the odious one had clinched the round, and their suspicions seemed vaguely justified as Dave started his go and only managed to knock up a quick 10,000 points before expiring!

However, fate was to deal the smug hirsute Geordie a loss as Gary took the hot spot. His MERC's abilities made



▲ Here we see Andrew, US Gold's resident spaz, who is trying to plug his favourite joystick into the Shadow Dancer arcade game. Aren't you glad they don't let him do any programming?

Glancey a look like complete excrement! The Last Devil in Hell, as he yomped and blasted his way through to level three with a huge 84,100 score! Gary had taken the round, and Glancey could not help but feel a little disappointed. I laughed a lot.



▲ It's all over for the youngsters, and they take delivery of their prize. Brave loser, Trevor (left), gets the booby prize of an empty cardboard tube, while the others (Gary, centre and Dave on the right) get an extremely expensive Walkman and a Master System Plus pack!

## THE OLD SCOREBOARD

### THE MASTER SYSTEM CHALLENGE

	GAUNTLET	PAPERBOY	
TREVOR	2,500	4	4,200
GARY	9,140	10	3,900
DAVID	4,480	5	3,550
STEVE	8,225	8	3,330
PAUL	8,015	6	10,610

### THE ARCADE CHALLENGE

	MERC'S	SHADOW DANCER	
TREVOR	51,450	5	4,800
GARY	84,100	10	5,600
DAVID	10,000	4	4,800
STEVE	52,300	6	76,000
PAUL	69,600	8	20,400

I then took the final scores, found the results intensely embarrassing, checked and re-checked my findings, but there was no getting away from the vomit-inducing Glancey had won my game! I sat at the top slot with Gary Wilson's US Gold ready to hand out the prizes (handing out brilliant remote-controlled cars, mega expensive Walkmans, Walkmans?) and even a Sega Master System as a runners up prize. So, another happy ending for them. The prospect of Glancey winning a challenge made me feel ill for many days, and I vowed a terrible vengeance against the hideous Geordie.



## MEGADRIVE

The Madden score roll continues as massive scores arrive by the hour (well, nearly). A nice Elemental Master score kicks off the table (even MEAN MACHINES' drooling Gary Harrod thought it was impressive), followed by an even better Mickey Mouse score. Keep your scores rolling in, or else!

<b>ELEMENTAL MASTER</b>	1,007,355 (MANIA LEVEL)
Samie Bellant, Crowthorpe, East Sussex	
<b>JOHN MADDEN'S FOOTBALL</b>	236-10
Kieron Marnell, Sweeney	
<b>MICKEY MOUSE</b>	492,900
Carl Davis, Sutton-in-Ashfield, Nottinghamshire	
<b>MIDNIGHT RESISTANCE</b>	17,737,00
Mark Heyne, Sydenham, London	
<b>GYNOUG</b>	2,715,880
Mark Hurcombe, Lichfield, Staffordshire	

## NINTENDO

The Turtles score is finally replaced by a far superior effort, and there's been some decent high-scoring action on Batman, Double Dragon 2 and Duck Tales, but I still reckon there's far more room for improvement. How about some scores for Snake, Rattle and Roll or Tecmo Wrestling?

<b>BATMAN</b>	9,074,200
James Quiller, Surbiton, Surrey	
<b>DOUBLE DRAGON 2</b>	40,200
Ken Bryning, Heywood, Lancs	
<b>DUCK TALES</b>	\$5,966,000 (COMPLETED)
Guy Cawiro, Bradford	
<b>BLADES OF STEEL</b>	16-5 20-3 20-6 (PRO LEVEL)
Andrew Walker, Bury, Lancashire	
<b>TEENAGE MUTANT HERO TURTLES</b>	1,604,182
Paul Mills, Ipswich, Suffolk	

## GAME BOY

Revenge of the 'Gator is proving to be the most popular high-scoring Gameboy cart this month, followed up by the likes of Double Dragon and the Turtles. I've put that Dr Mario score in as a prompt for more satisfactory efforts. It's a great game and well worth taking a look at with a view for some high-scoring action. Know what I mean?

<b>DR MARIO</b>	82,800 (low speed)
Mark A Cooper, Stainton, Doncaster	
<b>TEENAGE MUTANT NINJA TURTLES</b>	210,100
Chris Stewart, Newport	
<b>DOUBLE DRAGON</b>	122,710
Luke Fieldhouse, York	
<b>REVENGE OF THE 'GATOR</b>	1,335,590
Ruben van der Heuvel, Holland	
<b>TETRIS</b>	470,132
Daryl Quinn, Great Yarmouth, Norfolk	

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you wanklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVG reviewers and a software house champion, with an expansive piece of computer or console gear (depending on what you already own) as a prize!

## RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME	SCORE
GAME	SCORE
GAME	SCORE

NAME:	.....
ADDRESS:	.....

TELEPHONE NUMBER:	.....
MY MACHINE IS:	.....

## PC ENGINE

Nah Altar my hilarious put-downs and vicious taunts, you PC Engine owners are finally getting your fingers out and playing with your Engines instead. But still I want scores on Bomber Man, Parasol Stars and maybe even Final Match Tennis. Don't disappear from me now or I might get a tad annoyed...

<b>SON OF DRACULA</b>	COMPLETE (15 lives remaining)
Nick Silverdees, Naesby, York	
<b>FORMATION SOCCER</b>	40-0 (Argentina vs Japan)
Neilan Russell, Mord, Essex	
<b>AFTERBURNER</b>	4,773,100
J S Edmunds, Edinburgh	
<b>SCI</b>	2,173,810
Amh Vyas, Fenga, London	

## SUPER FAMICOM

Terry McPherson's scores still rule supreme, so much so that I have called in the Credibility Squad to test his claims. Any road up, in next month I want Final Fight scores using only one credit, and F-Zero scores obtained without losing one ship. Ha, that should really separate the men from the small, furry mammals!

<b>F-ZERO</b>	60,120
Terry McPherson, Somewhereville	
<b>FINAL FIGHT</b>	3,369,270
Terry McPherson, Dunne-on-Sea	
<b>NOLE-IN-ONE GOLF</b>	11 UNDER PAR
Jackie Gilbert, County Antrim, Northern Ireland	
<b>PILOTWINGS</b>	LEVEL 8 (CODE 760357)
Paul Glancy, CVO	
<b>SUPER MARIO WORLD</b>	9,999,990
Julian Rignall, CVG	
<b>DARIUS TWIN</b>	2,625,900
Gary Harrod, MEAN MACHINES	

## ARCADES

MEAN MACHINE's grotesque Gary Harrod dominates the score tables again, this time playing Street Fighter 2, Dragon Sabre and Super Space Invaders. Naving this repellent being infesting my tables is knocking years off my life, so get him off them NOW! I expect better things by next month or else I get mean!

<b>SUPER SPACE INVADERS</b>	633,710
Gary Harrod, MEAN MACHINES	
<b>DRAGON SABRE</b>	137,250
Gary Harrod, MEAN MACHINES	
<b>STREET FIGHTER 2 - 11 BAD GUYS (COMPLETE), ONE CREDIT</b>	
Gary Harrod, MEAN MACHINES	
<b>PIT-FIGHTER</b>	3,001,000
Julian Rignall, CVG	
<b>MIDNIGHT RESISTANCE</b>	COMPLETE (ONE CREDIT)
Stephen Hancock, Romford, Essex	

# HIGH SCORES

Dear Wimps,



## AMIGA

After a gibbering start, you Speedballers are finally getting to grip with the Blimaps Brothers' superb game - and about time too! A nice new entry in the form of that Golden Axe score and a rather impressive GODS achievement. But still I think you could do better...

### SPEEDBALL 2

Ian Pollard, Nida Hollow

### GOLDEN AXE

Philip Marsh, Castle Bromwich, Birmingham

### GODS

Ming Yu, Canterbury, Kent

### SWIV

Jim Shepherd, Gwent

### OUT RUN

Conrad Witcomb, Telford

### 960 LEAGUE POINTS

767.9

7,564,339

628,230 (97%)

23,438,168

## ST

Urrggghhhh! The repellent quiltstar, Richard "doopy" Leadbetter actually has a score in the ST chart! Get rid of it quick, or else! An interesting F19 effort (surely it can be bettered) and a massive Kick On 2 score - can any one beat it?

### F19 STEALTH FIGHTER

Sam Kincaid, Weeley, Essex

### KICK OFF 2

Sam Kincaid, Weeley, Essex

### RAINBOW ISLANDS

Richard Leadbetter, CVG

### NITRO

Alexia Clurea, Sweden

### PANG

Simon Collins, Bexley Heath, Kent

926 (Medium level)

48-0 (Italy vs Germany)

5,010,330

210,000

2,329,800

## C64

Only a brace of C64 highscores this month. What happened? I wouldn't like to think that you lot have fallen asleep on the job (as if were). I expect better things next month, or all my energy will be

Welcome, Score Kings to the latest in my instalment of pulse-racingly thrilling highscores. A whole new bag of scores this month, and a challenge too! If you think your abilities deserve a mention on my hallowed pages, fill in the coupon now - or forever hold your piece!

*Sadie*

diverted into deriding you lot publicly for what you are! Ha!

BUGGY BOY	112,180
Matthew Gabriele, Parth, Australia	
BLACK TIGER	19,600
James Tape, Dagenham, Essex	
SWIV	79,000 (Solo - Helicopter)
Bob Pullen, Doncaster	
Navy SEALS	192,680
John Whyte, Kilasith, Glasgow	
TURRICAN II	3,501,800
S J Bambidge, Norwich, Norfolk	

Mark Perrin, Aylesbury, Bucks

273,475 (COMPLETE)

## SPECTRUM

You lot have got a bit better at Lotus, but it still just isn't good enough. I want better things next month, or I'll personally come round and whip you into shape (stop drooling). The NARC scores have been rolling in, but Mark Perrin's score took the top slot.

NARC	
Mark Perrin, Aylesbury, Bucks	273,475 (COMPLETE)
LOTUS ESPRIT TURBO CHALLENGE	186
David Forbes, Swansea, West Glamorgan	
PANG	650,600
Daniel Creser, Northampton	
SUPER OFF-ROAD	£587,000
Daniel Creser, Northampton	
R-TYPE	991,000
Daniel Creser, Northampton	

## AMSTRAD

Hmmmmmm. A few more scores this month, but they only show to me that your highscoring prowess is rather akin to a ageing donkey with bad hand-to-eye co-ordination. So come on, score masters, get those scores in now!

CHASE HO	
Stephen Barnes, Lutterworth	9,856,689
HAMMERFIST	12,472
Graham Richardson, Dublin	
MIDNIGHT RESISTANCE	27,440
Leon Phipps, Chwyd	
KLAX	1,740,000
Chris Cisig, Kempshott, Hants	

## SEGA

After your few months' scoring hibernation, you Master System score masters are finally letting the highscores roll. Plenty more decent scores arrive by the day, but I expect more of you - especially to keep the gibbering CVG reviewers out of the table on a more permanent basis.

CHASE HO	
Steve Smart, Bristol	9,371,500
SUPER MONACO GP	
Alex Charles, Lulon	
GALAXY FORCE	
David McMurdo, Dumbarton	
BATTLE OUTRUN	
Steve Smart, Bristol	
GRAND PRIX 7	
433,400	
\$261,200 (COMPLETE)	

**034**

# WALK ZOMBIE



The year is 2020. World war is being fought between the United Nations and the Zeds. You and your accomplice are the last survivors. The last living human still.

With your skills you must fight the Zeds and survive. You can do this alone or with a friend. The two players can work together to defend the human race. You can also develop a new weapon or fight never seen before.

**Core**



# REVIEW >>

MEGADRIVE

£34.99

BY SEGA



If it pretty clear there's a remarkable lack of decent Megadrive wrestling games, but *Wrestle War* tilts the bill quite nicely! The action is fast and exciting, depicted with excellent graphics. The sound is also good, with great grunting noises and perfect effects - stamping your opponent's head against the canvas produces the most satisfying noise! Although it lands to get a bit repetitive after a (long) while, there's lots of challenge on offer, and pummelling all of the opponents will take ages. All combat games benefit from a decent two-player mode, and *Wrestle War* even has this as well. We know from the vast stocks of mail that you lot want a decent wrestling game, and *Wrestle War* more than delivers! So, if you fancy smashing chairs and cash boxes over someone's head, this game is a dream come true!

RICHARD  
LEADBETTER

# WRE

# W!

## FIGHTING TO WIN!

OK, so you want to be thumping good and become king of the ring? You'll need to get to grips with a few nasty tactics to marmalise the opposition and stake your claim as a grappling glory boy.

You can either punch or kick your opponent, but should you want to try something a bit special than hold onto him, after which a power meter appears. You can then fling him across the ring, flip him over on to his mat, drop kick him in the face or even chokeslide him - achieved by clicking your own out and allowing your opponent to run straight into it!

At any time you can try to pin your opponent to the canvas whilst the rail counts to three. Should you succeed, you'll progress to the next challenger. If not, you'll have to make sure you do it to him before he does it to you!

# ►►► REVIEW

# WRESTLE WAR



## GRUNTIN' AN' GROANIN'

The eight man-manglers you'll have to go up against are no easy pushover, and get harder as the match-ups progress!



### THE MOHAWK KID

The first opponent. This so-called hard-nut only has half your energy and is easily dealt with.



### SLEDGEHAMMER

This dude won't hang about Welch but for his knee-drop if he gets you on the mat!



### GRAND KONG

The champion wrestler, this human anthropoid isn't about to let anyone take his title away, let alone some cheap punk in black shorts!



### MR. J

Looking not unlike Jason Vorhees, this guy will do his utmost to make your face a permanent feature on the canvas!



### NIMROD FALCON

This Miami man-mangler is a real tough nut to crack, and just loves to smash unsuspecting challengers to bits!



### DAN DAMBUSTER

A mean and moody Bronx brawler, this wrassle monster is definitely out to put you away!



### BUCKSKIN ROGERS

The number 2 wrestler in the whole of the USA, he's one mean hombre and out for



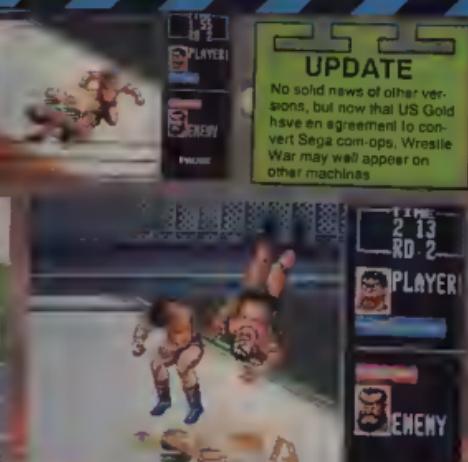
### TITAN MORGAN

This Texan terror is just the sort of guy who loves to jump on your face when you're down!



# REVIEW

## WRESTLEMANIA

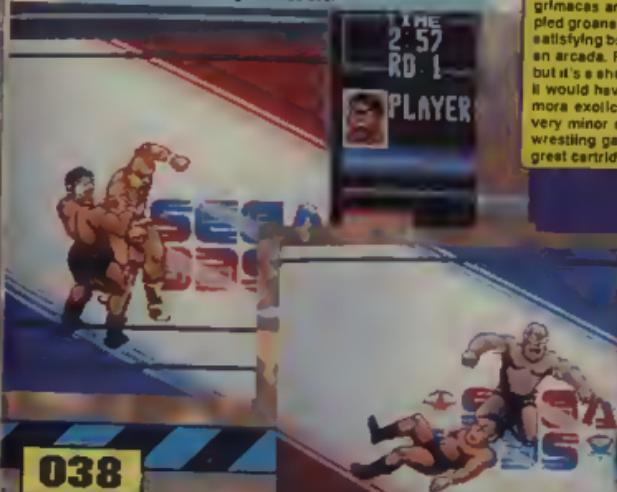


### WRESTLEMANIA!

Is there anybody out there who hasn't heard of Hulk Hogan, The Ultimate Warrior, The Big Boss Man and The Million Dollar Man?

These are the stars of the World Wrestling Federation - household names in the States and over here thanks to coverage of WWF events on satellite television. Since the early eighties, seven wrestling extravaganzas have been held entitled Wrestlemania, and have been packed from beginning to end with nerve-jangling wrassle action.

Hulk Hogan (known as the Hulkster to his millions of fans) is acclaimed as the all-time WWF champion. During his career he has fought all comers - and won, to retain his title. Hogan has lost his title just once, to The Ultimate Warrior, in one of the greatest and most exciting matches ever!



At last - a game which can satisfy all the Megadrive-owning Wrestlemania fans out there! Wrestle War is fast and playable, and there is some real skill required if you're going to trash the whole bunch of computer fighters. What really makes this game are the big wrestler sprites, whose movements and facial expressions are superbly animated. Not only does it look good, all the grimaces and popping eyeballs are added too by sampled groans and "ooff!" sounds, making it one of the most satisfying beat 'em ups we could hope to play outside of an arcade. Fighting against another player is great fun, but it's a shame that player one always has to be Brutus. It would have been more fun to be able to pit two of the more exotic fighters against each other. Don't let that very minor niggle put you off, though - if you're after a wrestling game, stop ringing us up and get hold of this great cartridge now!

PAUL  
GLANCEY

**MEGADRIVE**

GRAPHICS  
SOUND  
PLAYABILITY  
OVERALL  
87  
84



**THEY DESTROYED EVERYTHING HE HAD  
ALL THAT HE LOVED  
EVERYTHING THAT HE WAS**

**NOW CRIME HAS A NEW ENEMY  
AND JUSTICE HAS A BRAND NEW FACE**

# **DARKMAN**

**FROM**

**ocean**

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# REVIEW

Sim

**SUPER FAMICOM £40.00**

BY IMAGINEER

**S**im City offers would-be megalomaniacs the opportunity to create and control their own city, to watch it grow from the humble beginnings to a sprawling metropolis. The game gives you all the tools for the job, including a fat pile of cash and some very eager builders.

Make your city look attractive enough and people ("the Sims") will willingly move into your settlement. But the Sims are a pretty picky lot, and if your taxes are too high, or if there's too much pollution, or if there's nowhere to work, than you can expect them to depart in their hundreds - and getting them back isn't easy. In short, your job is to provide plenty of opportunity for both work and play to the little Sims, so they'll want to live in your city.

Do you have the ability to create an awe-inspiring metropolis, or is a dinky little hamlet more your style?



Sim City was never a game that amazed due to its visual or sonic properties. It's just that the idea of creating and maintaining your own city is incredibly compelling, and watching it grow before your very eyes provides some serious entertainment. The graphics (though not spectacular) serve the purpose, and there's a plenty of little delights like watching all your boats, planes and helicopters going about their business. This Super Famicom version has been crammed full of new ideas, like the bizarre professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department!). Also, the inclusion of the four seasons varies the graphic style immensely. Imagineer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

**RICHARD LEADBETTER**

## CONSTRUCTION TIME AGAIN

There are three main building types in Sim City. Residential areas are the places your Sims are going to live in, whilst your industrial areas are the manufacturing centres where a lot of the Sims are going to work. Commercial areas are the places where shops, offices and small businesses are located. Connecting these different areas is obviously very important. Sim City offers two methods of creating a transport network. A good road network would attract the car-owning Sims to your town but could promote some pretty heavy pollution. Similarly, a badly planned network could result in serious traffic jams. The alternative is to create a rail network which cuts down on pollution and carries more Sims off to work.



(though not spectacular) serve the purpose, and there's a plenty of little delights like watching all your boats, planes and helicopters going about their business. This Super Famicom version has been crammed full of new ideas, like the bizarre professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department!). Also, the inclusion of the four seasons varies the graphic style immensely. Imagineer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

## THE BIG QUESTION MARK

As you'll notice, in the bottom right hand corner of the icon strip, there's a question mark. Occasionally this will flash. Click on it and some special buildings will appear. These could be 'your house', a bank (handy for loans when the money gets light), the library, a casino, a fun park and even an esidrome-type sports stadium! The ultimate ego-booster must be the monument built in your honour!

## THE FOUR SEASONS

**SEASONS**  
As the months roll by, you'll probably notice that the colour scheme tends to alter somewhat. This is because the Super Famicom version has faithfully captured the passing of time (and the four seasons) in the game. Sims tend to move away from your city in the winter, but return in their droves during the spring and summer!



# REVIEW

SIM CITY

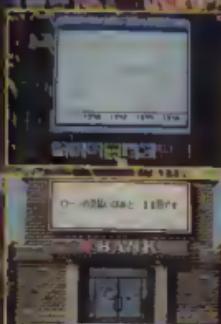


## TAXES AND POPULARITY

Though you're given a large wad of money to play with, the only way to keep your services (public works, police and fire departments) going and keep building is through levying a tax on your poor Sims. Watch out though, because if your taxes are too high, you'll fall out of favour with your Sims and they'll leave your city elsewhere.

## UPDATE

Sim City is available on the ST, Amiga, PC and C64. Although they haven't got all the features of this version, they still offer an excellent gaming experience. The 16-bit versions are also available in an Infogrames package, where this classic title is coupled with the brilliant Populous! Not bad, eh? Nintendo owners should also watch out for their own version of that game. From what we've seen, it's looking good!



## FIRE AND THEFT

Crime and fires cause something of a problem to your city creating antics. Thankfully, you can add in fire and police stations to cope these problems. If your city's large enough, divisional headquarters are also set up to deal with the smaller precincts.

## PORTS AND PLANES

Simmer or later, industrial products will have to be unleashed onto an unsuspecting world. For the purposes of importing and exporting both goods and people, seaports and airports can be created. Watch out for those ship related tragedies and plane crashes though.



When I first sat down to start playing this, I was a bit concerned that all the Japanese text would make it difficult to play. Luckily, there isn't much of a problem because most of the icons and graphic screens are self-explanatory and it only takes a bit of experimentation to reveal the purpose of the others. The only possible confusion could arise from the budget and tax screens, but anyone who's played the game on other formats will be able to work them out, and this review should help anyone who hasn't. It turns out that this is the best version of the lot, mainly because of the extra presentation, the music, the sound effects and the additional challenge of working your way towards constructing the special bonus buildings. Unless brain games are a complete turn-off for you, Sim City is a game that is definitely worth buying.

PAUL  
GLANCEY

## FAMICOM

GRAPHICS	79
SOUNDS	80
PLAYABILITY	94
LASTABILITY	95

OVERALL 93

# F-15 STRIKE EAGLE



**MICRO PROSE**



# REVIEW >>

AMIGA  
ST  
BY DOMARK

£24.99  
£24.99

# HYD

Forget about *Marco Polo* and *Red Snore*, door to door. When it comes to life and death you'd better trust your pack age to **Hydra**, the twin-cannon courier who guarantees to deliver... or die in the attempt.

It's the 21st Century and terrors headed by the evil Shadown rule the sea and sky. They'll stop at nothing to gather mucky mitts on Top Secret goodies like mutant virus strains, the crown jewels and doomsday devices from around the globe.

In Domark's conversion of the little-known Tengen con-op you control the **Hydrcraft**, a swift and nifty sea vessel capable of handy short flights. Your job is to run the gauntlet and drive with the goods in one piece, picking up extra firepower and shields along the way. Ever had that sinking feeling? You will if you can't deliver!



▲ A cool customer meets up with **Hydra**.  
▼ Mid-tunnel action and adventure.



## SHOPPING FOR WEAPONS

Ziggy's Weapon Shoppe is your friend. Enter store of destruction with a variety of extra weapons available to any killer courier with cash to spend.

**HOMING MISSILES**: These babies home in on the nearest target and lock on for the kill.

**ANTI-GRAV**: Similar to boost, this tiny device heats gravity and gives you the power of flight.

**SHIELDS**: Give your Hydrcraft the ability to pass through objects unscathed.

**FLAMETHROWERS**: A hellish piece of killin' hardware when it comes to scorching the life off the enemy.

**UZI**: Rapid cannon fire for shelling with the extra punch.

**BOMBS**: These nifty little babies land in the middle of the water, talkin' at enemy nasties within' the blast radius.

**NUKE**: Whoops, apocalypse. These handy gizmos blow everything on the screen to smitherines... except you, of course.

# DORA

## REVIEW



Funnily enough, fact fans, Hydral is supposed to be the unofficial follow-up to Roadblasters. The gameplay is much the same. Simply burn up the road (in this case it's pulsating in different shades of blue, desperately trying to convince you that it's water) blowing other vehicles up.

This type of game can be quite exciting if it's fast and smooth enough - arcade Roadblasters is brilliant. Unfortunately, this lacking conversion simply doesn't deliver. The graphics look like grainy replicas of the arcade original and seem quite pleasing in static screenshots but slow, jerky 3D scrolling completely ruins the effect. The sound isn't bad, but Matt Furness' tunes are pretty uninspiring and the sound effects stunningly mediocre. If you're a fan of the coin-op check it out, but in my view buying this is equivalent to flushing 25 notes straight down the loo.

RICHARD  
LEADBETTER

▲ Messing about on the river.

### WELCOME TO THE HYDRADOME

Make it through the first three levels with life, ship and sanity intact and you enter the Hydradome, where extra funds are up for grabs by completing the course. Use the money you make to buy all sorts of goodies, ranging from flamethrowers to nuclear bombs.

You're going to need them, too. The action take Hydral all over the show, from Colorado to Cuba and China to, um, Timbuktu. With the game's 31 levels split into nine missions, there's certainly plenty to do.



### CARRYING THE CAN

Courier delivery has come a long way since the little bloke on his moped fought his way down the high street, a stupidly shaped package perched perilously on the pillion. In Hydral's world they use swish speedboats so powerful they actually take off when you put the pedal to the metal! But two things don't change, despite all this technology. The couriers still look harassed and they still have 178 excuses handy when your vital package is found three days late under a tarp along the Old Kent Road. .

### UPDATE

Expect to see Hydral available for the C64, Spectrum and Amstrad very soon at 10.99 a shot. Whether you actually want to buy them is up to you...

### AMIGA

GRAPHICS	43
SOUNDS	68
PLAYABILITY	38
LASTABILITY	34

OVERALL 43  
ST

GRAPHICS	43
SOUNDS	60
PLAYABILITY	38
LASTABILITY	34

OVERALL 41

# WIN A SEGA MEGA DRIVE!



THE SENSATIONAL  
SEGA MEGA DRIVE  
HAS GOT TO BE THE  
COOLEST CONSOLE  
IN THE WORLD,  
AND YOU COULD WIN  
1 OF 3 WE'VE GOT UP  
FOR GRABS BY  
SIMPLY CALLING...

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# WIN A HONDA MT50 MOPED!

YOU COULD LEARN TO RIDE IN  
STLYE WITH THIS HONDA MOPED!  
DESIGNED LIKE A MOTOCROSS  
BIKE WITH A 50CC ENGINE, THIS  
£1300 MACHINE COULD BE  
YOURS IF YOU CALL...



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# WIN A SANYO CD HIFI!

EVERY BEDROOM DESERVES  
TO HAVE A HI-FI SYSTEM LIKE  
THIS SANYO! COMPLETE WITH  
CD PLAYER AND TWIN TAPE  
DECK, WHAT COULD SOUND  
BETTER? THE WINNER COULD  
BE YOU IF YOU CALL...

**0898 299255**



# WIN A SPACE AGE TV!

NO YOU'RE NOT LOOKING AT  
THE TV OF THE FUTURE - THIS  
PHILIPS DISCOVERER IS HERE  
NOW, AND WE'RE GIVING TWO  
OF THE LITTLE BEAUTIES AWAY!  
AS YOU CAN SEE THE TELLY IS  
SHAPED LIKE A SPACE HELMET  
COMPLETE WITH VISOR, AND  
EVEN THE REMOTE CONTROL  
LOOKS LIKE ITS STEPPED OUT  
OF AN EPISODE OF STAR TREK!  
SO IF YOU FANCY OWNING ONE  
(AND WHO WOULDN'T) THEN...



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# WIN THIS AMAZING AMIGA 500

PLUS A  
COLOUR  
PRINTER!



PLUS A  
COLOUR  
MONITOR!



AND  
11 FREE GAMES!

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## WIN THE TOP 10 AMIGA GAMES!

THE TOP TEN AMIGA GAMES OF TODAY, COULD BE YOURS  
TOMORROW IF YOU'RE THE WINNER OF OUR COMPETITION!  
THE GAMES YOU COULD WIN ARE SPEEDBALL 2, LEMMINGS,  
TURRICAN 2, GODS, KICK OFF 2, VIZ, MIG 29, LITTLE PUFF,  
SWIV AND FANTASY WORLD  
OF DIZZY! AND WHAT MORE  
COULD YOU POSSIBLY NEED!

**CALL 0898 299235**



Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. Average length of the call is 5.5 minutes.  
For winners list send SAE to: Populux, PO Box 2065, London, W12 9JH. Please ask your parents permission before you call.

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YOU COULD WIN  
FINAL WHISTLE,  
SOCCER MANAGER,  
KICK OFF 2, GAZZA,  
AND WORLD CHAM-  
PIONSHIP SOCCER  
FOR YOUR AMIGA IF  
YOU CALL NOW

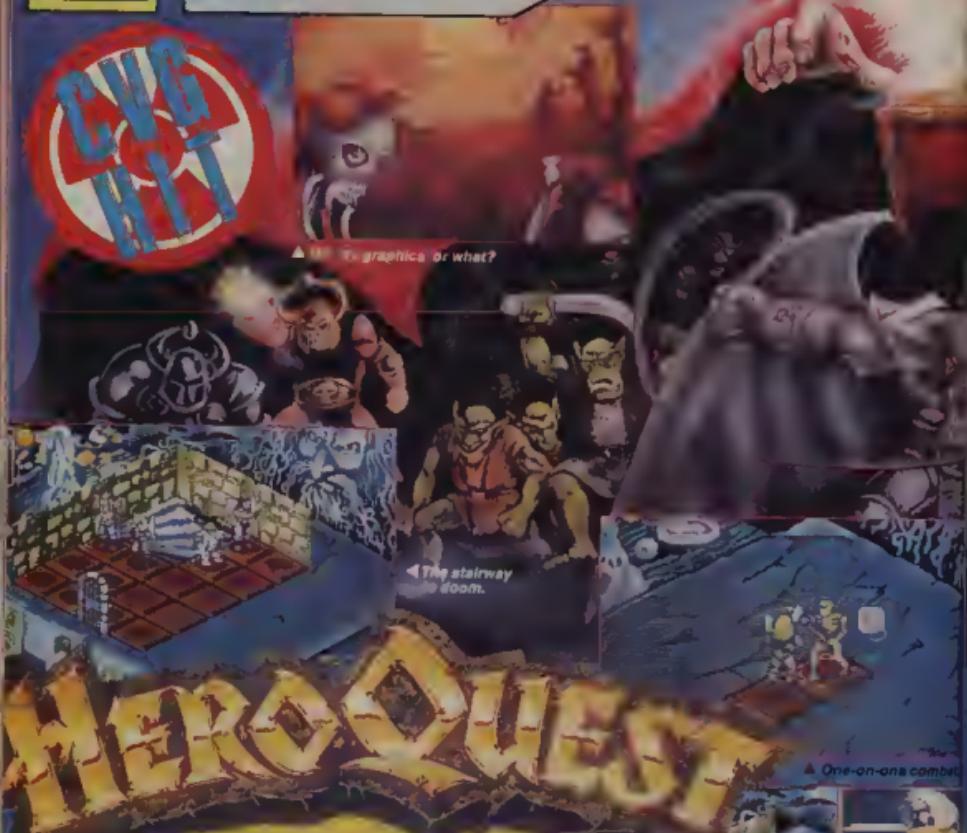
**0898  
299234**



# REVIEW

AMIGA  
BY GREMLIN

£25.99



The dawn of darkness draws near. That foul wizard Morcar, Lord of Cheos, and his dreadful legions threaten to overrun the land. Can a greater evil befall us? Not on your nelly! Morcar is one seriously bad lad, and only the very best can hope to vanquish him as he plots deep in his underground lair.

Thankfully, help is at hand with a quartet of heroes ready and willing to do battle with anything the Master of Disaster can throw at them. Rogar the Barbarian, Durgin the Dwarf, Ladril the Elf and Telor the Wizard hold the hopes of humanity as they do battle with Morcar's minions in a host of Quests which promise to test their courage and resources to the limit.

This is the long-awaited computer version of the Hasbro Bradley role playing mega-hit. Players take on the computer, which takes the part of Morcar and controls the dastardly heroes. Guided by the Mentor, whose wisdom is profound, up to four people can play. Or, if you're all on your lonesome, one person can take the roles of all four characters. The rewards for success are much more than money. Failure? The less said about that the better!

One-on-one combat

## OUR HEROES

**ROGAR** A beefcake warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

# ►►► REVIEW



Skeletons spell trouble. ▶

## UPDATE

Hero Quest should be doing its thing on a computer near you very soon now, on ST and PC (£25.99), C64 and Amstrad (£10.99). Keep 'em peeled!

**DURGIN** A fearless little dwarf from the World's Edge Mountains - well, he'd have to be! Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.



Can you make it a date in one piece?

**LADRIL** A lightheaded all from distant Alhelorn who, whilst looking rather natty, can hold his end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.



**TELOR** A rather whizz-wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of a migh-



## WHEN YOU'RE ON A ROLE...

Role playing games have been around for yonks now - and they're growing in popularity all the time. The original Hero Quest board game from Games Workshop won rapturous applause, sold absolutely millions and remains one of the most popular on the shelf. This is the sort of game which cries out for a computer conversion - after all, you can't always have all your friends round to play. That said, it's always the human interaction which really counts and that's not really possible here.



I've been looking forward to this one, and Hero Quest has been well worth the wait. Gramlin have certainly delivered the goods here, providing an excellent RPG computer game to rank alongside the best of them. Unlike most games of this ilk, Hero is a breeze to pick up and play - drawing you deep into its realm with some well designed gameplay and obvious devotion to the original board game. The Cadaver-ish graphics set the scene very well and the control system is simplicity itself. A big plus for me is the music - it's very apt and very atmospheric, providing the final touch to very classy pieces of software. With datadrives planned for the future, here is a game to take you into the wee small hours for some time to come. Begal I like this home!

**TIM BOONE**



# REVIEW



## HERO QUEST



### OUR HEROES

**ROGAR** A beefcake warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

**DURGIN** A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.

**LADRIL** A fighter elf from distant Athelorn who, whilst looking rather natty, can hold his end up with the best of 'em in a fight. He's also a bit of a know-it-all, really, coming out dependable.

**TELOR** A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of a sight.



I've played quite a few of this new breed of adventure game lately and Hero Quest is definitely one of the easiest to get into, and consequently, one of the most enjoyable. The icon controls are very simple to use, the graphics are attractive and there's even a pleasant soundtrack going in the background. The puzzles (if you could call them that, after all the quests are just a matter of finding an object or a person and then taking them to the exit) are quite simple, but the quests are sufficiently varied to sustain interest. The only possibly fly in the ointment is the fact that the game is at its best with two or preferably four players participating, because then the game becomes a race to find the treasures before the others. Although it's still very playable solo, the game just doesn't have quite the same challenge as it wouldn't take too long to finish the 14 quests. Well worth buying, but make sure you've got a friend handy if you want to get the most out of Hero Quest.

PAUL  
GLANCEY



AMIGA	
GRAPHICS	88
SOUNDS	81
PLAYABILITY	88
LASTABILITY	80
OVERALL	87



# REVIEW >>

## MEGADRIVE

BY ELECTRONIC ARTS

**B**lockout is a puzzle game with a difference - and probably the most fun you'll have with building blocks outside a play pen. Take Tetris, turn it on its side, add a new dimension and you have the mechanics of Blockout. The aim of the game is to fit together blocks so that they form complete layers in a pit. When all the holes are plugged, that layer disappears and the bricks above drop down one space.

Staying alive for long doesn't come easy, though, as misplaced pieces force your blocks further up the screen and push you closer to doom. The pieces just keep coming, so rest assured you won't beat the machine. Play against a human and at least you have a chance...



▲ Two-player multicoloured mayhem!

# BLOCK OUT

## A CHIP OFF THE OLD BLOCK

Don't let anyone tell you different, puzzle pros: Blockout is Tetris with knobs on. Whereas Tetris shapes were restricted to every possible 2D combination of four squares, Blockout features any shape involving up to five cubes - and in three dimensions.

Tetris was actually programmed for the Megadrive, but for reasons best known to the Nintendo and Sega legal departments, it was never officially released in Japan, the USA, or Europe, although pirate copies do exist.

The word on the street is that Super Tetris, written by Alexei Pajitnov (the original's creator) for Spectrum Holobyte is nearing completion. Quite what shape that will be talking is a closely guarded secret, so watch this space for news as and when!

## FLIP ME, WHAT A PUZZLE!

To get to grips with the Blockout control method, you'll need to think in three dimensions - because anything's possible in this game!

On the joystick, button A flips the shape vertically on its X-axis, B flips it horizontally along the Y plane and C flips it around. Confused? You won't be. Spinning the shapes to fit soon becomes second nature and you find yourself spinning further and further ahead.



I was pleased to hear EA were planning to tweek the Megadrive version of this top puzzler, and the result is a finely tuned game which works well. The Rainbow Arts original featured too many options but this defect has now been ironed out. The two player game is a little slow, but great fun nonetheless. Blockout is easy to play, hard to put down and damn near impossible to avoid going back to. It's therefore a wise investment for any Megadrive-owning puzzle freak starved of long-term challenge. Enjoy!

THOMAS BOONE

052



# ► REVIEW

▼ A load of old blocks?



▼ The title screen.

THE PLAYER OPTIONS  
FILLS TO WIN: 19  
HOT SEAT: OFF ARCADE  
1234567890  
QUIT GAME  
QUIT TO SELECT SCREEN

## HEAD TO HEAD

In two player mode, Blockout really starts to show its stuff. The screen shows two pits, one for each player, and play is the same as usual, except your opponent's shapes are pushed further up the screen whenever you complete a layer in your own pit. If that method doesn't decide the winner, the first player to complete a quota of layers takes the game.

Either way, the match quickly degenerates into frantic finger stabbing and name-calling, all in the best possible tradition...

▼ Player two's having trouble!

▼ The title screen in all its glory!

▼ Much block-twisting mayhem!



Like my compadres I wasn't too keen on the Amiga version of Blockout, mainly because the controls seemed pretty complicated for a fast action game. However, the Megadrive's three button control pad is perfectly suited to the game, and that problem just doesn't exist

with this version. Once I'd grown accustomed to the shape manipulation, I just couldn't stop playing, especially in two player mode. In fact since we received the cart, my eyes have become bagged and weary from all

Gary Harrod, Megadrive owners need no longer regret the lack of Tetris on their machine, because Blockout provides sufficient puzzlesome fun for any brain-game fan.

PAUL  
GLANCEY

**MEGADRIVE**  
GRAPHICS 7/8  
SOUNDS 7/8  
PLAYABILITY 9/10  
LASTABILITY 8/10  
OVERALL 8/10



# REVIEW ➤

**AMIGA****£29.99**

BY ACTIVISION EUROPE



The Hunter roams the blasted landscapes of tomorrow. A lone man army bent on the destruction of the evil Red Empire, as long as he's paid enough money! He's cool, he's mean, he's resourceful and intelligent. He also has the enviable talent of being able to drive any form of transport known to man or machine, and this comes in handy during this game.

There are three different types of game available. The first is a simple list of missions that are carried out one after the other. These simply involve blowing up strategic enemy targets or people. Then there's the action scenario. Packed full of blasting and annihilation, it's a desperate attempt to wipe the empire off the face of the earth once and for all. Finally, there's the campaign option. This is a massive strategic epic, with a whole series of missions counting towards the final outcome. At the end of each mission, you can save off your position and all your tools, equipment and money for use in the next game.



▲ The mouse is used to manipulate items.



## UPDATE

An ST version of Hunter has been completed and plays exactly like the game seen here. Priced at £29.99 it's an essential purchase, and it should be out by August.

## POCKETS OF FUN

Be sure to collect some useful items from the stores before you embark on your mission. A log book comes in handy for digitally noting down any useful discoveries. Various scanners are also available which help the Hunter keep track of the enemy (and himself). The most useful item turns out to be the map. This can be superimposed over the main playing area to help keep track of your progress.



## DRIVING, FLYING, RIDING, SWIMMING

The Hunter is adept at driving all forms of transport available to man. Since the enemy have a numerous vehicles dotted around their territory this skill comes in handy. The list of vehicles is endless and includes bicycles, cars, ambulances, scanner vans, trucks, armoured cars, tanks, rowing boats, speedboats and even windsurfers! The best mode of transport turns out to be the helicopter, but watch out for those surface-to-air missiles. Keep a lookout for the hovercraft as well. This baby can travel over both land and water!



▲ The Rocket Boat in all its glory!



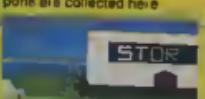
▲ Helicopter vs helicopter!



The start of the mission begins outside Allied HQ. The objective is simple: destroy the enemy base!



The nearest shed contains a lot of the necessary equipment. Maps, files and scanners are all here.



A short drive takes the Hunter to the Allied Stores building. Most of your weapons are collected here.



The stores screen itself is simply by clicking on "auto" a nice selection of weapons are instantly collected!

# ►►►REVIEW

The Hunter searches through a small dugout.



It would take ages for the Hunter to reach the target by speedboat. A helicopter is a welcome discovery!

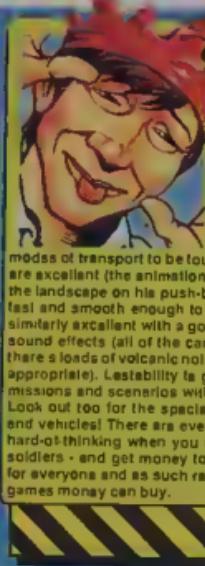


A few moments later and the Hunter is airborne! The Helicopter is quite difficult to control, but it sure shifts



## A ROOM WITH A VIEW

All forms of buildings can be entered and searched, and it's quite likely that they're occupied by their owners. If they're honest citizens, you can plumb them for information. Slightly more suspect folk might succumb to a bit of bribery whilst enemy soldiers are on sight. On the plus side, there's usually some kind of useful equipment to be found in buildings.



Hunter is one of the most strikingly terrific games I've ever had the pleasure to play. Combining Mercenary-style gameplay with the action of Virus and some of the strategy of Midwinter. The best bit of the game must be driving around the landscape using all the weird and wonderful modes of transport to be found in the game. The graphics are excellent (the animation as the Hunter pedals around the landscape on his push-bike is amazing) and the 3D is fast and smooth enough to be convincing. The sound is similarly excellent with a good military tunes and amazing sound effects (all of the cars make different noises, and there's loads of volcanic noises and seismic effects where appropriate). Lability is guaranteed too, with loads of missions and scenarios with an expansive map for each. Look out too for the special surprises, hidden weapons and vehicles! There are even lashings of brutality for the hard-at-thinking when you mercilessly run down enemy soldiers - and get money for it! Hunter offers everything for everyone and as such ranks as one of the best Amiga games money can buy.

RICHARD  
LEADBETTER

Bombs at the ready - and just in time! There's an enemy HQ - but your 'copter is under heavy attack.



The helicopter is brought down, but enemy HQ is heavily damaged. A few rocket shells are all that's needed ..



# REVIEW

HUNTER

▲ The Hunter takes a quick dip.

▼ Safe behind Allied territory



## ENEMY ENTANGLEMENTS



X 163  
Y 205

## AERIAL OBSERVATION

Send up an aerial observation unit to scan the immediate vicinity for people, buildings and most importantly, vehicles - essential if you've just been shot down and need to get somewhere fast!

056



X 162  
Y 204

## THE REAL-LIFE EXPERIENCE

Just like real-life time passes in Hunter, so expect days to turn into nights and so on. Nocturnal activity comes in handy as the enemy tend to fall asleep and their SAM sites and tracer guns are useless. Other authentic touches include the presence of many forms of wildlife, including seagulls, rabbits and even bulls! Credits are taken away from the Hunter for any indiscriminate killing (and that includes running over rabbits in your tank!)

Let's hope there's not someone already inside!



My jaw dropped when I first saw this at the Computer Entertainment Show last year, and I was most dismayed when Activision took it with them as they did down the pen. It's lucky that The Disc Company were there to save Activision and Hunter, and you Amiga owners should be eternally grateful because it's one of the most impressive arcade adventures you're ever likely to play. The 3D graphics are just superb and I love the little touches, such as the bulls, the bunnies and the vultures which circle overhead when your energy is running out. The variety in vehicles and scenery keeps the game interesting throughout, and the graphics really are great. This is a game I could see myself playing for hours (if anyone would let me) and all those missions guarantee you getting your money's worth. It's out in August, so make sure you've saved the requisite cash by then because no self-respecting Amiga owner can afford to be without Hunter.

PAUL  
GLANCEY

AMIGA

GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	95

OVERALL 95

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# **WIN! WIN! WIN! WIN! WIN! WIN! WIN!**

# REVIEW

AMIGA

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BY CORE DESIGN

Another day at work for Private Bill and Sergeant Scooter means another day in the jungle cutting bullet holes in enemy soldiers, enemy tanks, enemy trains, enemy buildings, and possibly a few enemy trees and enemy bushes as well, because you can't be too careful. These guys are such good soldiers that even when they're on their summer holidays, they keep hand grenades safely pinned to their tee-shirts, just in case.

Today though, they're here at it, off to wipe out all of the enemy's ground forces which are hidden throughout the vast vertically scrolling jungle lying before them. Initially armed only with the chin guns, the lads (or lad it, you're fighting in one-player mode) have to yomp up the screen, blasting bits out of anything they come across.

Best not get carried away though, because if kindly prisoners have been tied to stakes and left to die in the heat, if you can rescue them (rather than blow them full of holes) it'll make their day and they may even award you some bonus points.

## MORE RUMBLERS IN THE JUNGLE

War Zone is by no means the first commando shoot 'em up to appear on computer. Capcom released the original Commando coin-op, which Elite promptly converted to the computers with some success. Following that SNK's Ikari Warriors was the arcade game which started the two-player ball rolling and that was given the conversion treatment, again by Elite, in 1989. These successes inspired numerous companies to yomp onto

the bandwagon, and in the following months Microdeal released Leatherneck (which was actually a four-player game if you had the appropriate joystick adaptor), and Ocean brought us Rambo (actually a film licensee) and Victory Road (a very poor conversion of SNK's ikari sequel). Further Commando-style action is found in Ocean's Guerilla War (another hideous ikari spin-off) and Steve Bak's pseudo-sequel to Leatherneck, the icy Dogs of War. Most recently, US Gold have put together a two-player conversion of Capcom's three-player commando coin-op, Mercs, which was reviewed last issue and earned 90% on Amiga.

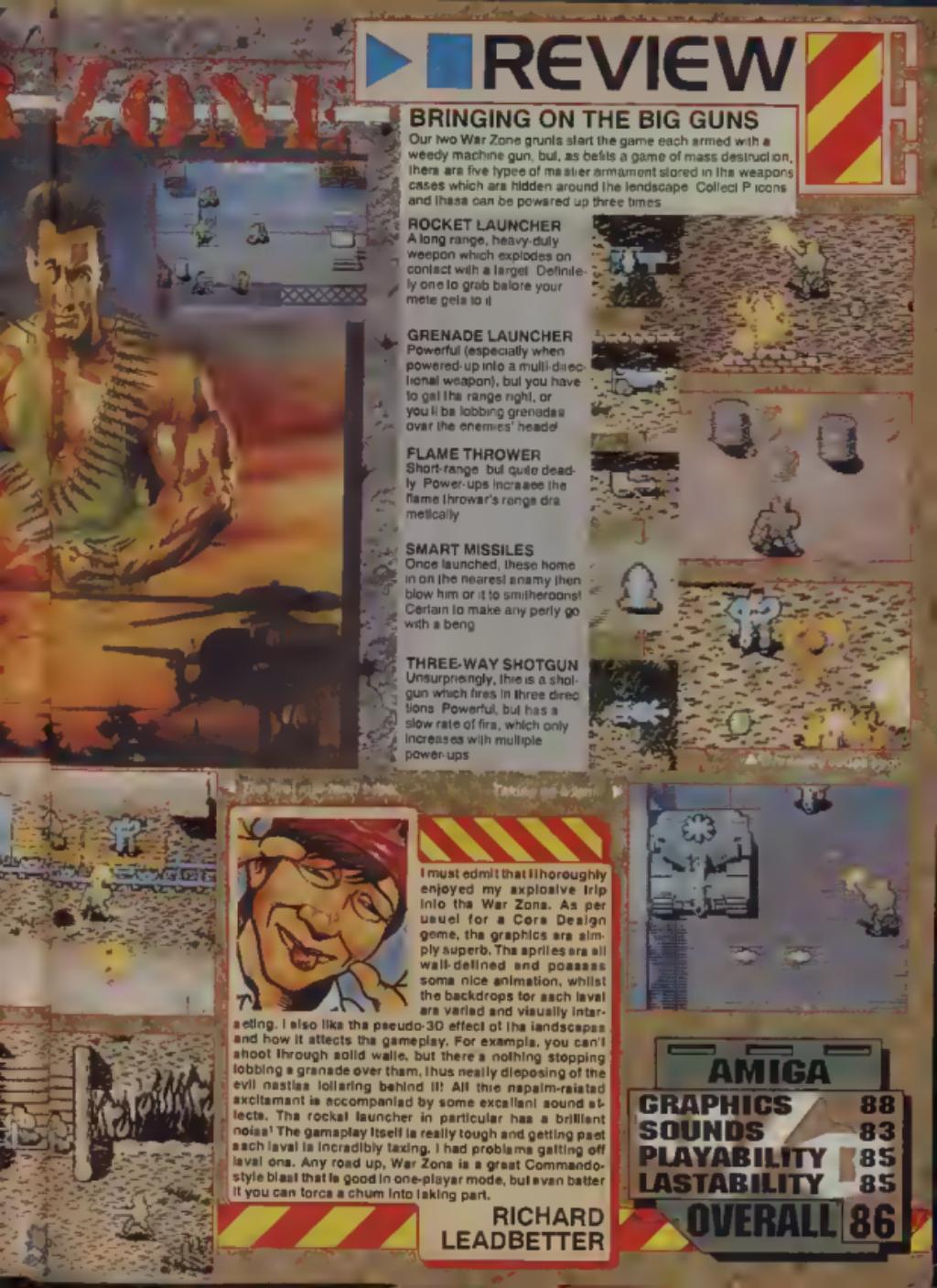
Although War Zone has the two things that usually make for a great shoot 'em up, namely big weapons and loud noises, it is a bit lacking in originality. That said though, what I admire about the game are its excellent graphics (which I think are rather more colourful and attractive than those in Mercs), the great sound and the good variety in weapons. The other good thing about War Zone is that it's certainly no pushover. If you're playing on your own you'll have trouble just beating level one. An extra player makes all the difference, because you end up covering each other's back, which adds a surprising touch of realism to the proceedings. War Zone is pretty similar to Mercs (though not quite as good in the gameplay stakes), but it is a fairer cheaper, so in the VFM stakes, it comes up trumps.

PAUL  
GLANCEY

058

## UPDATE

ST owners should watch the shelves for their own version of War Zone which should be available as you read this



# REVIEW

## BRINGING ON THE BIG GUNS

Our two War Zone grunts start the game each armed with a weedy machine gun, but, as befits a game of mass destruction, there are five types of heavier armament stored in the weapons cases which are hidden around the landscape. Collect P icons and these can be powered up three times.

### ROCKET LAUNCHER

A long range, heavy-duty weapon which explodes on contact with a target. Definitely one to grab before your mate gets to it.



### GRENADE LAUNCHER

Powerful (especially when powered-up into a multi-directional weapon), but you have to get the range right, or you'll be lobbing grenades over the enemies' heads!



### FLAME THROWER

Short-range but quite deadly. Power-ups increase the flame thrower's range dramatically.



### SMART MISSILES

Once launched, these home in on the nearest enemy then blow him or it to smithereens! Certain to make any perly go with a bang.



### THREE-WAY SHOTGUN

Unsurprisingly, this is a shotgun which fires in three directions. Powerful, but has a slow rate of fire, which only increases with multiple power-ups.



I must admit that I thoroughly enjoyed my explosive trip into the War Zone. As per usual for a Core Design game, the graphics are simply superb. The sprites are all well-defined and possess some nice animation, whilst the backdrops for each level are varied and visually interesting. I also like the pseudo-3D effect of the landscapes and how it affects the gameplay. For example, you can't shoot through solid walls, but there's nothing stopping lobbing a grenade over them, thus neatly disposing of the evil nasties lolling behind 'em! All this napalm-raisted excitement is accompanied by some excellent sound effects. The rocket launcher in particular has a brilliant noise! The gameplay itself is really tough and getting past each level is incredibly taxing. I had problems getting off level one. Any road up, War Zone is a great Commando-style blast that is good in one-player mode, but even better if you can force a chum into taking part.

RICHARD  
LEADBETTER

AMIGA
GRAPHICS
SOUNDS
PLAYABILITY
LASTABILITY
OVERALL

88  
83  
85  
85  
86



# REVIEW

# ISOLICE

Quests for the Staff of Dagonos

Watch out - those patches vanish!

It's along jungle -  
can Shadow  
make it?

## UPDATE

Solstice isn't likely to appear  
on any other system what  
soever. Oh well

A 3D environment - really nicely done

## MAGICAL MYSTERY POTIONS

As Shadow travels around  
the darkened landscape, he  
comes across various po-  
tions that produce some very  
strange effects. Some of  
them simply protect Shadow  
from the marauding minions  
(and make him glow a very  
strange colour into the bargain)  
whilst others act as  
smart bombs that annihilate  
everything evil on the screen.  
There are four different types  
of potion in all, but the signi-  
ficance of each is not fully re-  
alised until later into the  
game.

## A FORTIFIED ISOMETRIC HISTORY

A game that started off the whole isometric 3D genre was Ulti-  
mate Play The Game's *Knight Lore* - a visually stunning game  
that simply amazed the Speccy-owning public back in 1983. Ulti-  
mate were quick to realise the popularity of this *Firman* (TM)  
and followed it up with *Alien 8* (a tacky variation of *Knight*)  
and then even got the system to start scrolling with  
like *Night Shade* and *Gun Fright*. Their last 3D game  
*Bubbler*, which was rather average by Ultimate standards  
was hampered by a rather bizarre control method. Anyway,  
that time, other companies had jumped on the 3D bandwagon  
, the most successful being Ocean with their *Batman* and  
*Over Heels* games (both written by Jon Ritman and Ber-  
ie Drummond). Pitynly enough, both of these programmes  
are



## SOFTWARE CREATIONS

Solstice is the first Nintendo outing for Software Creations, whose previous credits include Firebird's amazingly close conversion of Bubble Bobble, the similarly groovy Bionic Commando (the C64 version had some of the greatest music ever!) and US Gold's Ghouls and Ghosts (pretty good conversion with excellent music - again). Their latest computer epic is US Gold's Gauntlet 3D - expect a review of that in the very next edition of CVG!



Software Creations have always been a top name in British programming, and it's great to see our brave Tommies producing a game which will impress the rest of the Nintendo-owning world. And impress them it should, because Solstice is one of the best arcade adventures on the Nintendo, sporting really lovely graphics and some of the best music I've ever heard on an NES. The attraction isn't only skin-deep either, because this is a BIG game with an awful lot of secrets to discover. If you've ever played any of the similar games on the Spectrum or whatever you do have an instant advantage because a lot of the puzzles and ideas will be familiar (in fact some of them are *VERY* familiar, looking like they've been taken straight out of the Ultimate Sidhe, Knight Lore). This is a great game, and anyone with a bent for puzzle-solving would be a fool not to give Solstice a go.

PAUL  
GLANCEY



<b>NINTENDO</b>	92
<b>GRAPHICS</b>	94
<b>SOUNDS</b>	94
<b>PLAYABILITY</b>	92
<b>LASTABILITY</b>	94
<b>OVERALL</b>	93

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### CONSOLES

### CONSOLIDATION

— 163 98

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# CHEAT MODE

## ALL FORMATS

### CORPORATION

Alex Crook from Saffron Walden in Essex (which is just a few miles from where I live, funny enough), sent in this ten point plan for conquering this Core Design game.

1. Go slowly around corners, to avoid triggering alarms
2. Shoot cameras at a distance
3. Don't wait until the last moment to recharge your power packs. Something might attack you.
4. Use the jetpack, visor, and backpack sparingly. They use power fast.
5. Most elevators and doors use key pads, so get the lockpick at the beginning of the game.
6. Shoot spiders off the ceiling and make sure they are dead, or they'll attack
7. Don't use a grenade in an enclosed area. It's a bit of a stupid thing to do, isn't it?

8. Only use a bomb when you're thrown in prison.
9. Examine holograms carefully.
10. Always run away from the green dude (Alex's description, not mine), or else keep firing and pray!

## SPECTRUM

### SHINOBI

Rodney Wilson from Luton saw fit to send in this little cheat. Just redefine the keys as GRUTS and a message should come up saying "HELLO CHEEKY". Redefine the keys as you want them and you'll have infinite lives - just like that," added Rodney for good measure. In his letter.



\*\*\*\*\*

2

## ROLLING THUNDER

A pretty poohey game as far I'm concerned, but if for some strange reason, you want to cheat on it, then type in JIMBO on the main menu. In the game use I and O to go up and down through the levels. Simon Froggett sent in that tip, and he hails from merry Todwick in Sheffield.

## C64

### STRIDER

If playing through this tepid conversion is a bit too much of an effort, try this little tip from Rob Arnold of Nuneaton. On the title screen press RUN, STOP, RETURN, and DELETE. The border will now turn grey. Press fire to start the game and hit F7 and move your stick up and right. You'll now be teleported to level three.

## GOBLINS AND GHOSTS

On the highscore table, type in WIGAN RLFC, and when you lose your armour you can press A to get it back. But that's not all. Pressing S enables you to skip a whole level. Not bad, eh? Thanks to Finton Parkinson from Bromley in Kent.

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats whilst I get the lovely job of opening all your letters and absorbing all your words of wisdom. Mind you, I'd have had far less mail to sort through if you hadn't sent in all those Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-dealing talents elsewhere. A hundred smackers in cold cash goes to Simon Sleight of Spalding for his toppling SWIV guide. No-one sent in any decent maps, so the maps prize remains unclaimed. If you've got any maps or (new) tips then send 'em in to me at CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.





## MIDNIGHT RESISTANCE

According to Steven Dale from Aberdeen, holding down R, G, and N on the title screen causes the message CHEAT ON to appear. Start the game and you're graced with infinite lives!

## HONG KONG PHOOEY

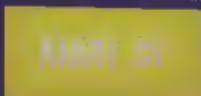
Who sent in this tip to start the game with infinite energy? Is it Sarge? Is it Rosemary, the telephone operator? Is it Steven Dale, mid-minestrone tipster from Aberdeen? Could be! Any way, enough of this reminiscence. Apparently, according to Steve, if you hold down T, N, U, and I, on the options table, infinite energy is yours!

## XENON

Not a bad little budget blast 'em up, currently enjoying a revival via the Mastertronic budget label. So, if I want to cheat on it, Iisten up. First of all, pause the game. Now hold down T IN Y and a message will appear, telling that your craft is indeed invincible. This tip appears courtesy of Steven Dale (again).

## ENDURO RACER

A nice little road racer, and thanks to Steve Dale (again) you can now be invulnerable to all roadside obstacles, meaning you can go flat out for the whole race! First of all, reduce your speed to 0 MPH (which shouldn't be too hard) and hold down 0, 1, 4, 5, and the left arrow key.



## ROBOCOP 2

Trevor Clarke from Edgbaston in Birmingham reckons that you should press F3 to access the highscore table on this game. Then type in BAMBOOZULEM followed by HELP to obtain infinite energy.



## MIDNIGHT RESISTANCE

Trevor Clarke reckons that you should type SAMANTHA LYON on the title screen of this flick screen blast in order to gain infinite lives. Why not try it out? But what Trevor didn't mention, is that by pressing each function key you can select which weaponry you'd like your commandos to possess. Jonathon Rivers added that vital piece of information.

## NARC

Warren Lee from Sevenoaks in Kent sent in this tip for the ST version of NARC. Simply go up to the dustbins (any set should do) and crouch down behind them. Continuously fire at them for a minute or two and then walk into them for infinite lives.

## AMIGA

## HORROR



## HORROR ZOMBIES FROM THE CRYPT

As Rud B Sorensen from Denmark says, 'Here are the codes for the crap game called Horror Zombies From The Crypt.' Well, I didn't think it was that bad, but here's the codes anyway.

- LEVEL 2: WOLFMAN
- LEVEL 3: HAMMER
- LEVEL 4: LUGOSI
- LEVEL 5: NOSFERATU
- LEVEL 6: GARLIC

## TEENAGE MUTANT HERO TURTLES

Apparently, the cheat for this mtonotonous game is exactly the same as the ST one. So, for the benefit of those who missed it the first time, here it is again. Just type BASE when you're asked for the code (from the sheet). Follow this up with 1506 at the next prompt. Finally, enter the correct code. When you start the game, pressing the HELP key will obtain infinite energy for the turtles of your choice. Chethan Jayadev sent that in.

## SUPER CARS 2

Adam Main from Scunthorpe decided to send in the cheat for this newly released (reviewed last issue) Gremlin mega hit. Simply change player one's name to Wonderland and change player two's to The Seer. Enter these codes exactly as you see them here. Now start the game in either one or two player mode and you should win all the races without even trying!

## TOYOTA RALLY

I really enjoyed playing this Gremlin car game when I reviewed it at Christmas, but I could have done with this cheat, as supplied by Ross Coleman from Higham Ferrers in Northants. By holding down SHIFT and C at the same time, you can skip levels and keep the timer locked at 0.00.01

## ESWAT

Here's a tip that loads of people sent in (I haven't got space to fit in all the names and I'm a bit too lazy any way). In order to get infinite lives on this cop caper, type in JUSTIFIED ANCIENTS OF MU MU (which, incidentally, is what the KLF used to be called before they changed their name to the KLF) during the game. Now you should have on plenty of lives to squander.



Simon Siegh from *Empire* sent in this cosmic SWIV player's guide, full of juicy hints 'n' tips for this brilliant multi-format shoot 'em up. So without further ado, let's get on with it, eh?

# SWIV

## CHOOSING VEHICLES

If you want to complete SWIV, there are two main games types

- In one-player mode, choose the hell, as it's easier to destroy the bosses and dodge bullets
- In two-player mode, one player should get reasonably far on a credit, but when he/she tries the dust, the other player should take over with the other vehicle whilst the first player sits out. Get the idea?

## CUNNING TACTICS



### GOOSECOPTERS

This helicopter's easy to destroy if you attack at its trepaece whilst it's forming. Or, if you're endowed with a shield, fly straight at its heart, firing all your worth...



MARK PATRICK - PRIMUS P TO CONTINUE



### FIRST INSTALLATION

With the Star Weapon, this momma's easy. Just sit down, & one side keep bleeding!



### SECOND INSTALLATION

the extra spread weapons, take out the two guns first & concentrate on the middle laser dome, before mopping

# PLAYER'S GUIDE

## COLLECTING POWER-UPS

When you destroy the first Goosecopter, collect three... or two (if you were slow) extra spread tokens, and perhaps a shield. At the second Goosecopter, collect extra spread and rapid tokens and perhaps a shield. Blast the third Goosecopter into smithereens but instead of collecting the icons, keep shooting them. This should make a token appear, which endows your SWIV fighter with a powerful star weapon, which fires in eight directions! Beware, though, this baby only appears once and vanishes after you've been hit five times.

After that, revert to the tactics used to dispose of the first two Goosecopters. Another thing to remember is that shooting the shield turns it into a smart bomb which annihilates everything on-screen! Yay!



## GENERAL TIPS

- Try to memorise the baddies' appearing points and the whereabouts of the shield icons. It'll come in handy.
- Be very wary of bullets, but don't always take evasive action as the baddies are mostly crummy shots.
- When you die, put your four-second shield to good use.
- Blast the tokens repeatedly to claim the Star Weapon.
- In two-player mode, take it in turns to collect all the power-ups.
- It's best to blast silkworm-homing missiles rather than trying to avoid them.
- Never fly/jump directly over pyramids and volcanoes.
- Keep flying!

## THIRD INSTALLATION

Just before this baddie appears, there's a Goosecopter. Collect one shield from its remains and keep blasting the other token. Then sit in the middle of the moving gun. When that shield runs out, collect the other shield and repeat the process. If you die still sit in the middle and keep blasting as you have a four-second timed shield.



## FOURTH INSTALLATION

This nasty spits silkworms at an alarming rate, but don't worry about blasting these. Just aim for the main body to make your shots count. Eventually, you'll destroy it.



## SNAKE, RATTLE AND ROLL

What should I find on my desk, but this set of hints and tips for Rare's brilliant game. So, thanks are in order for Dale Thomas of Swindon. Here goes...

At the start of level one, jump onto the small island in the water and press your B button. This opens a secret manhole that takes you to level three! Also on level one, there is a new life on a very high platform. You can't get to it unless you jump into the water near the platforms. When the shark comes, let it bite you. As you fly into the air, keep your finger on the up direction of your pad. You should reach the platform. Use this tip on other levels too for other secret bonuses.

On level three (past the three blades), grab the key from under the manhole cover (you'll need to carry the key all the time). Get onto the platform near the loudspeakers that split nibby pibbles and jump onto the manhole cover and jump to the right onto the manhole cover. Jump right again onto the higher platform. Jump to the left onto the large platform and above you is a manhole which is a warp to level five! According to Dale, actually pulling this off is pretty difficult. So there.

Here's a quick way to complete level four quickly. As you get near the bell, anvils will fall from the sky. Avoid them and when the green one appears, make it land on the scale. It will ring the bell and open the door for you. Hurrah!

## MEGAMAN 2

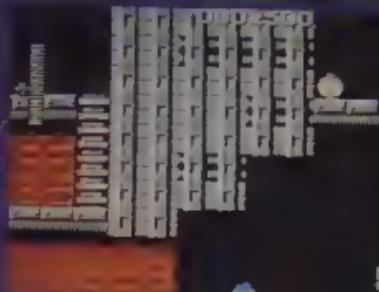
Loads of people sent in their list of codes and weapons, but only William and Richard Sharpe from Sumy sent in the correct set of weaponry with which to deal with the end-of-level guardians beyond level 8-1. So, here we go:

- DRAGON - QUICK BOOMERANG
- CRAZY CANNON - METAL BLADES
- GUTS DOZER - BUBBLE LEAD
- MONSTERS ON WALL - CRASH BOMBER
- DR WILY'S MACHINE - METAL BLADES
- DR WILY - BUBBLE LEAD

## MEGADRIVE

### GYNOUG

A brilliant blast, though a little on the tough side. Now, thanks to George Nagata's Japanese translating skills, the game can be made a little easier. On the option screen, move to where it says 'DIFFICULTY LEVEL'. Press A, B, and C together with START. The difficulty level should now read 'EASY', and so it is!



## SUPER MONACO GP

Here's a couple of cosmic codes courtesy of Steve Baggalay from Stoke-on-Trent, who decided to dab his letter with fluorescent pen for some unknown reason. Oh well, here's the codes, which incidentally, give you a pretty hot motor and loads of driving points! Yowzer!

0000 0000 0000 0000  
0010 GGDS 3627 B14C  
FAB9 E000 0000 0001  
0000 0000 G300 2F17

And the second code  
05QB 00F6 5010 P000  
0010 H105 362D 547C  
FAB9 EG20 0100 00G1  
0000 0000 8200 0AE9



## RAINBOW ISLANDS

Another cheat courtesy of George Nagata. Follow this code, and you should be able to start the game with the shoe, red potion and yellow potion. Hurrah! Still, here's the code. Enter it on the title screen  
UP, B, DOWN, LEFT, C, A, A, B, C.



## GAIN GROUND

A completely revolting Megadrive release, but here's the cheat if you want to get another minute's worth of enjoyment out of the game. On the option screen, press the buttons in this order A C B C. You should now be able to select which stage you which to start on. Not bad, eh?

**SEGA****WONDERBOY**

Since this has recently appeared on the Game Gear, I thought I'd print these tips for this okay-ish com-op conversion. Oh by the way, these tips are from Sega of America themselves, so if they don't work, it's a Dutchman (which I am, sort of). Any way, to choose the round you wish to start on follow these instructions: When the screen shows the round and area number press button one twice, and button two twice. Now hold both buttons down and use the direction

pad to choose a level! Also, during the game little Sega signs appear. Collect them all to make all the fruit you collect worth 500 points. There's also a tenth round secreted in the game. You need to collect 36 dolls. You get these throughout the game (but some of them are hidden, so be careful). Get all 36, and the game automatically moves on to the tenth level!

**SUPER FAMICOM****PILOT WINGS**

Here's the complete list of codes for this superb Famicom (which has become more of a pastime for Mr Glancey of late) courtesy of Matthew Smith of Stoke-on-Trent.

**LEVEL ONE:** 885206  
**LEVEL TWO:** 394391  
**LEVEL THREE:** 520771  
**LEVEL FOUR:** 103045  
**LEVEL FIVE:** 4000718  
**LEVEL SIX:** 773224  
**LEVEL SEVEN:** 165411  
**LEVEL EIGHT:** 882943

**PC****SUPER STAR SOLDIER**

Nicky Lee sent in a cheat for this decent shoot 'em up. First of all, skip the intro and enter the title page. Register these movements on your joystick:

**LEFT, II, UP, II, RIGHT, II, DOWN, II, LEFT, II, UP, II, RIGHT, I, DOWN, I**  
 Now press buttons I and II simultaneously eight times. Now press RUN and SELECT eight times. The results should speak for themselves...

**PARANOIA**

Another Nicky Lee tip here. On the title page, just hold UP, I, II and RUN down together. Now just press SELECT.

pad to choose a level! Also, during the game little Sega signs appear. Collect them all to make all the fruit you collect worth 500 points. There's also a tenth round secreted in the game. You need to collect 36 dolls. You get these throughout the game (but some of them are hidden, so be careful). Get all 36, and the game automatically moves on to the tenth level!

**F1 CIRCUS**

Not exactly a cheat, but if you have the urge to listen to all 47 tunes in the game, press down button 2 and move down on the joystick simultaneously. Press run and you're away! Nicky Lee strikes back with this one.

**DEVIL CRASH**

This was one of first games I ever played when I joined C+VG, and it's pretty damn hot in my opinion. So, if for some reason you fancy cheating try entering some of these codes on the password entry screen.

**AAAAAAHAAA** gives you unlimited balls.

**DAVIDWHITE** enables you to see the ending of the game.

**AAAAAAAHA** starts the game with six balls

**AAAAAAAHA** starts the game with eleven balls.

Thanks to Harry Brenton for these tips.

**GHOULS AND GHOSTS**

If you're a lucky blighter that owns a PC Engine Super Graph, here's a tip for you. On the title screen, just hold down button 1 and move right on the pad simultaneously to enter the option mode.

**GARGOYLES QUEST**

Matthew Doughty from Barnet sent in this code for this okay-ish game. Simply enter NPAN-RRXY as the code to start the game with loads of items, decent attributes and four lives! Not bad, eh?

**BURAI FIGHTER DELUXE**

S J Faulkner from Gloucester sent in all of these codes, so you gamblers who are a bit crap at shoot 'em ups need feel esteemed no longer. Still, here we go.

<b>EAGLE LEVEL</b>	<b>ACE LEVEL</b>
<b>LEVEL 2: GBHC</b>	<b>LEVEL 2: GBHC</b>
<b>LEVEL 3: MHCB</b>	<b>LEVEL 3: MHCB</b>
<b>LEVEL 4: GDMN</b>	<b>LEVEL 4: GDMN</b>
<b>LEVEL 5: KDPG</b>	<b>LEVEL 5: KDPG</b>
<b>ULTIMATE LEVEL</b>	<b>ULTIMATE LEVEL</b>
<b>LEVEL 1: QDGP</b>	<b>LEVEL 1: QDGP</b>
<b>LEVEL 2: LMCJ</b>	<b>LEVEL 2: LMCJ</b>
<b>LEVEL 3: BMHB</b>	<b>LEVEL 3: BMHB</b>
<b>LEVEL 4: DGBF</b>	<b>LEVEL 4: HFKP</b>
<b>LEVEL 5: JGJH</b>	<b>LEVEL 5: BNGH</b>

# SHADOW DANCE

**SEGA**  
ARCADE HITS

UNLEASH THE WRATH OF NINJA  
**FURY!**



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# ITCH 200

GALLUP

ALL FORMATS CHART

THIS  
LAST

## GAME BY ON

1	THE STARS ARE OUT	ECTR
2	ROCKY HORROR SHOW	C64
3	THE STARS ARE OUT	C64
4	ROCKY HORROR SHOW	SPECTRUM
5	ROCKY HORROR SHOW	SPECTRUM
6	ROCKY HORROR SHOW	AMSTRAD
7	ROCKY HORROR SHOW	A GA
8	ROCKY HORROR SHOW	C64
9	ROCKY HORROR SHOW	C64
10	ROCKY HORROR SHOW	AMS RAD
11	ROCKY HORROR SHOW	SPECTRUM
12	ROCKY HORROR SHOW	ECTR
13	ROCKY HORROR SHOW	C64
14	ROCKY HORROR SHOW	SPECTR
15	ROCKY HORROR SHOW	SP CTR M
16	ROCKY HORROR SHOW	SPECTRUM
17	ROCKY HORROR SHOW	64
18	ROCKY HORROR SHOW	AMIGA
19	ROCKY HORROR SHOW	C 4
20	ROCKY HORROR SHOW	ST

GIG CHARTS

## AMIGA

1 - Armour-Geddon	Psygnosis
2 - Gods	Renegade
3 6 Fantasy World Dizzy	Code Masters
4 - PGA Tour Golf	Electronic Arts
5 - Chuck Rock	Core Design
6 - Miami Chase	Code Masters
7 3 Little Puff	Mirror Image
8 - Defender of the Crown	Mirrorsoft
9 - Killing Cloud	Gremlin
10 - Super Cars 2	Mirror Image
11 - Rocket Ranger	Mirrorsoft
12 - Biat	Empire
13 - Megatraveller	Mirrorsoft
14 4 Speedball 2	Psygnosis
15 5 Lemmings	DI
16 - Sherman M4	Micro Value
17 - Ninja Rabbits	CDS
18 - European Super League	Code Masters
19 8 Treasure Island Dizzy	Storm
20 1 SWIV	

Plenty of new entries make up the Amiga chart this month, with Mirror Image's excellent budget gear making a deserved appearance. Psygnosis' Armour-Geddon hits the top, following up the success of Lemmings.

### CVG TIP FOR THE TOP

Hmmmm, What with SWIV plummeting from last month's top slot to this month's number twenty, next month's number one could be anything! Maybe Switchblade 2 will make an impact, and it's still early days for Super Cars 2. Keep an eye out for US Gold's MERC'S too...



▲ MER... S, our tip for the top slot.



▲ SWIV down to the bottom of the chart.

## MEGADRIVE

1 1 Midnight Resistance	DECD
2 5 PGA Tour Golf	Electronic Arts
3 2 Gynoug	Masiya
4 - Lakers vs Cellics	Electronic Arts
5 - Vetytex	Sega
6 - Aeroblasters	Sega
7 - Bonanza Brothers	Sega
8 9 Mickey Mouse	Sega
9 - Kageki	Sega
10 - Wairder	Sega

Midnight Resistance clings on to the top of the Megadrive chart this month, with the stalwart Gynoug and PGA Tour Golf giving them a good run for their money. Watch out for Wairder and Bonanza Brothers though, they could find their way to the top... Thanks to Console Concepts of Stoke (0782 712759) for the chart.

## SEGA MASTER SYSTEM

1 - MickeyMouse	Sega
2 1 GoldenAxe	Sega
3 3 Ninja	Sega
4 - IndianaJones	US Gold
5 2 Wonderboy 3	Sega
6 - WorldSoccer	Sega
7 9 Gollamania	Sega
8 6 WorldCupitalia'90	Sega
9 - Paperboy	US Gold
10 - ImpossibleMission	US Gold

## NINTENDO

1 - Gremlins 2	Sunsoft
2 8 Super Mario 2	Nintendo
3 1 MegaMan 2	Nintendo
4 - Black Manta	Nintendo
5 3 World Wrestling	Tecmo
6 7 Snake, Rallie and Roll	Trade West
7 - Nintendo World Cup	Nintendo
8 9 Faxanadu	Nintendo
9 2 Duck Tales	Nintendo
10 5 Super Off-Road	Trade West

It's all change on the Nintendo chart this month. Gremlins 2 roars in to take the coveted number one position, ousting the brilliant MegaMan 2 to number three. Duck Tales plummets in favour of the so-so Black Manta, but there we go.

## COMMODORE 64

1	1	Magic Land Dizzy	Code Masters
2	-	Dragon Ninja	Hit Squad
3	3	Paperboy	Encore
4	2	Double Dragon	Mastertronic
5	4	CJ's Elephant Antics	Code Masters
6	-	Scooby and Scrappy Doo	Hi-Tec
7	-	Muttmixx 1 Golf	Kixx
8	9	Dut Run	Kixx
9	-	Duattro Racers	Code Masters
10	-	Kick Dff	Anco
11	-	Euro Boss	E&J
12	-	Spitting Image	Hit Squad
13	7	Alterburner	Hit Squad
14	6	Quattro Adventure	Code Masters
15	-	Licence to Kill	Hit Squad
16	-	Fantasy World Dizzy	Code Masters
17	-	Big Foot	Code Masters
18	-	D T's Olympic Challenge	Hit Squad
19	13	Cavemania	Atlantis
20	15	Kwik Snax	Code Masters

▲ Double Dragon's still propping up the CPC chart!

## AMSTRAD

1	1	Magic Land Dizzy	Code Masters
2	-	Dragon Ninja	Hit Squad
3	2	Double Dragon	Mastertronic
4	4	Cavemania	Atlantis
5	-	Scooby and Scrappy Doo	Hi-Tec
6	-	Duattro Racer	Code Masters
7	-	Kick Dff	Anco
8	-	Muttmixx 1 Golf	Kixx
9	-	Spitting Image	Hit Squad
10	-	Quattro Firepower	Code Masters
11	-	Gary Lineker's Hot Shots	Kixx
12	7	Continental Circus	Mastertronic
13	14	Operation Wott	Hit Squad
14	5	Alterburner	Hit Squad
15	-	Arkanoid: Revenge of Doh	Hit Squad
16	9	Duattro Adventure	Code Masters
17	10	Dizzy Collection	Code Masters
18	6	Teenage Mutant Hero Turtles	Imageworks
19	-	Cricket Master	E&J
20	-	Forgotten Worlds	Kixx

One full price title remains in the Amstrad chart this month: the stalwart Teenage Mutant Hero Turtles. Other than that, it's a mixture of fair and foul budget gear comprising the chart this month.

## CGV TIP FOR THE TOP

Any one of a million budget games could seize the top slot by next month, though we reckon that Magic Land Dizzy is a bit more ill in its yell.

## PC ENGINE

1	1	Parasol Stars	Tatoo
2	-	Legend of Hero Tonma	Irem
3	3	Jackie Chan	Hudson
4	2	Dead Moon	NEC
5	8	Final Match Tennis	Human
6	-	Adventure Island	NEC
7	-	Championship Wrestling	NEC
8	-	Motorader 2	Masaya
9	7	Atdynes	Hudson
10	-	Hellfire (CD-RDM)	Toaplan

The PC Engine chart looks pretty tedious this month, we're afraid. Tatoo's Parasol Stars holds on to the top slot again with Jackie Chan, Hellfire and Final Match Tennis looking good in the quality stakes. Thanks as ever to Console Concepts of Stoke (0782 712759) for the chart.



▲ Jackie Chan is static at number three.

# CHARTS CGV CHARTS



▲ *California Games* is doing well on re-release.

## ATARI ST

1	Lemmings	Psygnosis
2	12 Steve Davis World Snooker	CDS
3	- California Games	Kixx
4	6 Fantasy World Dizzy	Code Masters
5	1 Final Whistle	Anco
6	- Killing Cloud	Imageworks
7	- Operation Wolf	Hit Squad
8	- Kick Off + Extra Time	Anco
9	- Ninja Rabbits	Micro Value
10	- Sherman M4	D.I.
11	3 Little Puff	Code Masters
12	Super Cars 2	Gremlin
13	Speedball	Mirror Image
14	Chuck Rock	Core Design
15	Teenage Mutant Hero Turtles	Imageworks
16	- Mega Traveller	Empire
17	5 Speedball 2	Imageworks
18	- Defender of the Crown	Mirror Image
19	- Continental Circus	Mastertronic
20	- Gary Lineker's Hot Shots	Kixx

A smattering of full-price games hits the ST chart this month, with Lemmings taking pole position. Plenty of high-quality budget gear in there too, courtesy of Mirror Image.

## CGV TIP FOR THE TOP

Still no sign of the Bitmap Brothers' HIT! Gods so expect to see that hit the chart in a big way this time next month!



▲ *Continental Circus* creeps back in to number nineteen!



suicide  
shoot to  
hit

OUT 025 IN



▲ *Killing Cloud* comes straight at number six!



Speedball 2  
falls to  
number seventeen!



▲ Op. Wolf's doing well for the Hit Squad.

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USA

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... SMASH ENEMY SUPPLY LINE ...

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... GO GET 'EM ...

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## TETRIS

INFOGRAPHICS £19.99

Is there anybody out there who still hasn't played Tetris? Just in case, Infogrames have rewritten the classic puzzler for the Amiga with tons of extra options and pretty graphics thrown in. The game is good to look at and plays faithfully, but the keyboard-only control method is a real downer for joystick-wagging puzzle freaks. Save your shuckles and invest in a Gemabay with its fabbo free Tetris cart instead.

**OVERALL 76%**

## DAS BOOT

MINDSCAPE £24.99

The faithful recreation of the classic World War II U-Boat confrontations will be quite a find for sim fans. The game is very deep (sorry!), quite an effort to get into and features so-so solid 3D graphics. What Das Boot does capture is the tense, claustrophobic atmosphere of submarine warfare. You can almost smell the fear. Worth a look, but only if you've the time to get the most out.

**OVERALL 82%**

## FORGOTTEN WORLDS

KIXX £7.99

A fabulous conversion of a brilliant com-op, this is the bargain basement shoot-em-up fan's dream come true! Take on the evil Emperor Bios after battling through wave after wave of fascinating aliens using a multitude of weapons and special bonuses. An absolute steal at the giveaway price, rush forth and grab this slice of arcade mayhem right away!

**OVERALL 96%**

## SWITCHBLADE

KIXX £7.99

The Gremlin classic gets a new lease of life on budget and is a wise buy for platform action fans. Join Hiro of the Blade-riders on his quest to recover the 16 fragments of the shattered Freblade. With tons of screens, loads of features and some pretty deep gameplay, this is well worth the asking price - even if it has been left standing by the sequel!

**OVERALL 83%**

## APB

DOMARK/TENGEN £7.99

Cops 'n' robbers without all the aggro, APB puts you behind the wheel of a downtown patrol car keeping the streets clean while earning enough dough for those doughnuts. Another competent Tengen conversion, APB features overhead thills and spills with a few cartoon sequences thrown in to keep you smiling. On budget, you can do a lot worse than buy this.

**OVERALL 78%**



## TOOBIN'

DOMARK/TENGEN £7.99

Join tube dudes Biff and Jet as they cruise downriver and get their trunks into a twist with all kinds of trouble! Re-released under the Re-spray label, this is a competent conversion of a cult arcade game which did well in its day. Toobin is enjoyable and challenging, with plenty of laughs and more than a few surprises, but falls down on long-term appeal. Still, definitely worth a look at this price.

**OVERALL 82%**



By the time you get your mitts on this issue, Centurion: Defender of Rome should be roarin' around on an Amiga near you, price 25.99. Control the legions of the Empire and attempt to make everyone else in Europe wear silly sandals and lie down for tea...

...That friendly out-of-town visitor Predator 2 should be stomping his way into your local soft-shop at 24.99 as you read this. Based around the so-so movie, he's back in town with a few days to kill in this pseudo-3D offering from Image Works...

...TV addicts are in for a treat with the latest from Rainbow Arts - Mad TV (Money, Love and Viewing Figures). The game promises plenty of fun as you take the helm of a TV company and bid to boost those ratings. At 24.99, this may be one to watch out for...

Amstrad owners are once again subjected to more budget re-releases, this time in the guise of *Splitting Image*, *Gryzor* and plenty more besides. Richard Leadbetter has a look at the new gear.

## PRINCE OF PERSIA

DOMARK

This platform game scored highly on 16-bits because of the amazing animation on the main sprites and the great mixture of lethal traps and puzzling. Let's put it this way, we're absolutely amazed by the quality of the Amstrad conversion. The animation is as showstopping as ever, the gameplay's great and there's loads to keep you occupied. Probably the best Amstrad game released so far this year!

**OVERALL**

£10.99

94%

## SPITTING IMAGE

HIT SQUAD

If you're a fan of the dazzlingly humorous TV show, the game of the same name will be a disappointment. *Spitting Image* ranks as one of the worst beat 'em ups yet seen on an Amstrad screen with dire graphics, sound and completely non-existent gameplay. Give it a miss.

**OVERALL**

£2.99

31%

## SKULL AND CROSSBONES

DOMARK

We've seen the game on other formats and we were exceptionally underwhelmed. Now the Amstrad version has arrived and it's just as hopelessly average as the other formats. Based on the flip coin-op, it's your job to amass treasure and beat up some nasty pirates. The coin-op was severely lacking in the gameplay stakes and in that respect, the Amstrad is a perfect copy.

**OVERALL**

£10.99

57%

## WINNING TEAM

DOMARK

A compilation featuring *Klax*, *APB*, *Escape from the Planet of the Robot Monsters*, *Cyberball* and *Vindicators* (phew!). For the price, this is great value and most of the games (*Robot Monsters* and *Klax* especially) are good fun. If you've missed out on Domark's *Tengen* numbers, then get a load of this.

**OVERALL**

£14.99

85%

## TV SHOWTIME

DOMARK

If you find the likes of *Bullseye*, *The Krypton Factor*, *Bob's Full House*, *Every Second Counts*, and *Blockbusters* entertaining, you'll have great fun with this compilation of television conversions. For "family fun" you can't go wrong, but solo players would be better off with *Winning Team*.

**OVERALL**

£14.99

69%

## TOYOTA GT RALLY

GREMLIN

The 16-bit versions of this rally game fared pretty well when they were released around Christmas-time, and now Gremlin have seen fit to release this Amstrad version of the game. Whilst it's quite close to the 16-bit original, it's a less convincing and jerky for my liking. Rally fans will lap it up, but others may find the likes of *Chase HQ* or *WEC Le Mans* a more satisfying race game.

## OVERALL

£10.99

72%



## ...NEWS FLASH...

...Further Hit Squad loveliness out at this very moment includes *Dragon Ninja* (also known as *Bed Dudes vs Dragon Ninja*), *Licence to Kill* and *SDI*. The first couple of titles are worth a look, but *SDI* is very monotonous indeed...



...The Amstrad GX4000 console hasn't exactly sold very well (Understatement of the Year), and the flow of new games seems to have dwindled away to nothingness - almost. The excellent *Pang* is now ready for release courtesy of Ocean. Also if you fancy buying a GX4000, check out Dixons, where you can pick up one of those spaceship-like devices for a tiny £29.99... .

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## NINTENDO GAMEBOY

NINTENDO GAMEBOY (24.99)

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5 MICKEY MOUSE

6 P. RIBS

7 P. LEAGUE

8 SEGA SCRIBBLE

9 L.B. YAKI LAKES

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NINTENDO SUPER FAMICOM JAPANESE CARTS (24.99)

1 ALL MELON CITY (A+9.0)

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4 E.T. THE EXTRA

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## NINTENDO 8 BIT (NES)

NINTENDO 8 BIT (NES) (24.99)

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2 GUNSMOKE

3 HEROES OF SPYROS

4 PIRATE CONFLICT

5 SUPER HEROES

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Hardassd ninjas, James Bond, global warfare and Jockey Wilson make it into the C64 Bitsize column this month. Sounds exciting? Richard Leadbitter speaks The Truth...

## JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN

£2.99

Six different games of Darts are included in this Zeppelin package. Seasoned darts players will recognise the likes of Shanghai, Football, Dart Bowls, Ten Dart Century or Scram. That's on top of an average 501 Championships Darts as well! The action in each of the games is pretty simple, and quite easy to master. The real game is still much more enjoyable, but there's no denying this is quite a distracting game.

**OVERALL**

72%



## LICENCE TO KILL

HIT SQUAD

£2.99

Domark have released five Bond games so far, and Licence to Kill turns out to be one of their more successful efforts. Several vertically scrolling levels, based on scenes from the movie, are there to be conquered with Bond carrying out his espionage antics in the likes of speedboats, helicopters, and tanker trucks. Nice graphics and playability make Licence to Kill three quid well spent.

**OVERALL**

82%

## SPITTING IMAGE

HIT SQUAD

£2.99

The game of the rubberised satire show turns out to be an incredibly awful beat 'em up with you adopting the persona of a world leader and then mercilessly thrashing all the others into oblivion. Graphics, sound and gameplay are duff on all counts. What can I say except, 'Don't buy this'.

**OVERALL**

31%



## DRAGON NINJA

HIT SQUAD

£2.99

Otherwise known as Bad Dudes, Dragon Ninja is the standard beat 'em up fare. Just traverse the scrolling landscapes dishing out ninja violence to hundreds of helpless sprites. Double Dragon on the C64 turned out to be a screaming travesty, so if you're a beat 'em up fan on the lookout for a decent beat 'em, have a look at this.

**OVERALL**

86%

## SDI

HIT SQUAD

£2.99

A conversion of the mediocre Sega com-op Planetary defence is the name of the game as you fire your laser salvoes at the marauding nuclear warheads. SDI is a simple game that was average on all counts when it was first released for £9.99. There are much better budget arcade conversions available for the C64, so keep well away from this effort.

**OVERALL**

54%



## ...NEWS FLASH...

...Coming soon from Audiogenic: Exile. Having sold loads of copies on the BBC (of all formats), this promises puzzling, blasting and Thrust-type excitement. We've seen a near-complete C64 version, and it looks quite impressive. Look out for the full review soon...



...Grimlin Graphics are currently beavering away on a C64 version of their excellent Heroquest. We've seen Spectrum and Amiga versions of the game (in fact, check out the review on page 48) and it looks like capturing the atmosphere of the board game perfectly. One to look out for, we think...

# BYTESIZE

**CADAVER** gets a levels disk, **Robotron** gets the Jeff Minter treatment and **Guybrush Threepwood** finally hits the ST! **Richard Leadbetter** takes a trip through ST Land.

## CADAVER: THE PAY-OFF

Cadaver scored a mighty 95% when it was reviewed in last October's CVG. Now, the Bitmap Brothers have released the Pay-Off levels disk. The graphics style remains the same, but the maps have been completely re-designed and new puzzles prepared. The puzzles themselves are logical and solving them all is quite entertaining, especially as the game has such a realistic environment. If you completed Cadaver, this provides even more challenge and satisfaction, so give it a go.

**OVERALL** 87%

## LLAMATRON

Jeff Minter unleashes his own bizarre sense of humour on the ST world again, this time in a llama version of Williams' classic Robotron coin-op. This is a Public Domain game (so you can copy it and pass it amongst your friends), and since it's only £2.50, you really are getting a bargain. The gameplay (though slightly repetitive) is very entertaining, and though the graphics are rubbish, the sound is excellent with many rib-tickling samples are used throughout. One of the best things Minter's done in ages.

**OVERALL** 90%

## THE SECRET OF MONKEY ISLAND

This Lucasfilm graphic adventure had Paul up all hours trying to complete it (and he finally did), and now an identical experience is available to all ST users! Hurrah! This adventure has a simple control method, excellent graphics, gripping plot and a laugh-a-minute sense of humour. The only slight niggle is the fact that there's quite a bit of disk-swapping involved if you've only got a single drive 5.25 ST. But you'll have so much fun playing it, who cares?

**OVERALL** 94%



## CALIFORNIA GAMES

Save on the airfare to California by taking part in the ST California Games, featuring events such as the Half Pipe, Surfing, Roller Skating, Foot Bag, BMX racing and the Flying Disk. Although the events are quite entertaining, it isn't quite as enjoyable an experience as the C64 disk version. Still, for eight quid, six events isn't bad value for money

**OVERALL**

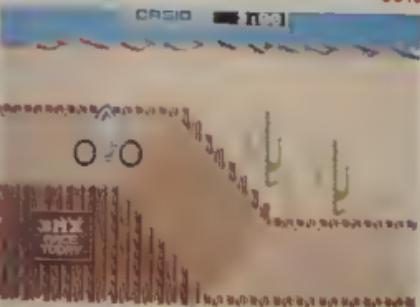
80%

## HARD DRIVIN'

Take your high-speed levimobile around two tracks in this close conversion of the Alien coin-op. The graphics aren't bad at all, but the gameplay is really repetitive after about ten minutes play. The simple fact is that two tracks just isn't enough for home product. If the concept was your bag, I'd recommend you save up for Hard Drivin' 2: Drive Harder. Its track designer and extra circuits make all the difference

**OVERALL**

69%



## ...NEWS FLASH...

Magic Pockets is coming soon from the legendary Bitmap Brothers. The game features the antics of the Bitmap Kid, whose pockets have extraordinary dimension-warping qualities, which generally means he can pull out all sorts of weird wonderful items. Renegade (the game's publishers backed by Rhythm King records) have even supplied a Betty Boop soundtrack to back the proceedings! From what we've seen, this could be something really special...



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# SPECTRUM BYTESIZE

Spacy owners once again get a whois load of budget re-releases doled out in their direction. There's the usual mix of beat 'em up and blasting action, and even James Bond too! Richard Leadbitter heads off to Spectrumsville.

## JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN

£2.99

Six different types of pulse-racing Darts action can be yours with the aid of this Zeppelin release. As well as the bog standard 501 Championship Darts, there's Shanghai, Football (?), Dart Bowls, Ten Dart Century or Scram. Though the gameplay is pretty simplistic, and the duel against Jocky himself is a tad disappointing, this darts game isn't bad.

OVERALL

71%

## DRAGON NINJA

HIT SQUAD

£2.99

Dragon Ninja is yet another opportunity to earn baddie-infested streets, beating up all and sundry with your hands, fists or any other lethal weapons you come across. Dragon Ninja is a definite improvement over the lacking Double Dragon, and isn't a bad purchase for Spacy beat 'em up addicts.

OVERALL

73%

## LICENCE TO KILL

HIT SQUAD

£2.99

One of the better 007 Domark excursions, Licence to Kill offers would-be members of the Secret Service the chance to take out a drug baron across several levels of vertically scrolling annihilation. Licence to Kill is quite an addictive little number, but the monochromatic graphics cause the baddies' bullets to become almost invisible on some levels. If you're a Bond fan, you'll doubtlessly love this. Others may be put off by the frustrating gameplay.

OVERALL

73%



## SKULL AND CROSSBONES

DOMARK

£10.99

Ha-hamr me laddie! Shiver me timbers, etc etc. If you didn't get the idea from that unoriginal and lacking intro, Skull and Crossbones is a scrolling beat 'em up based around pirates. The coin-op, like this conversion, borders on the average, so if I was you, I'd save the eleven quid for something better. Let's hope that future conversions are far superior.

OVERALL

57%



## NEWS-FLASH

...Coming soon to a Spectrum near you, courtesy of Domark. Hydria. If you didn't know this is a 3D aquatic blast in the Roadblasters mould. In fact, check out the 16-bit review on page 44, and the update in the next issue of CVG...

...Near Christmas time, look out for Domark's conversion of Atari's Pit-Fighter coin-op. This one-on-one beat 'em up featured superb digitised graphics and sound, and rumour has it that conversion house Tequie have even managed to get in the screen zoom-in, which it's said even the programmers of the Megadrive version couldn't include...

## SDI

HIT SQUAD

£2.99

The end of the world is nigh! Well, it is unless you end your laser-armed SDI satellite can annihilate all of the enemy missiles streaking towards friendly territory. SDI is a conversion of a startlingly boning Sega coin-op, and this game simply fails to strike home in the entertainment stakes. I can't really recommend this much at all I'm afraid.

OVERALL

59%

# BYTE SIZE

# GAME BOY

Yet more cart-based frivolity of the hand-held variety this month, with the advent of one of the best Gameboy carts ever to hit the streets! Interested? Richard Leadbetter tells all...

## CHESSMASTER

NINTENDO

The first chess game on the Gameboy turns out to be one of the best in existence! With computer opponents ranging from mega-thick to Einstein level, there's plenty of lasting appeal. The graphics work exceedingly well and there's even sampled speech! There are billions of options too, including a battery back-up option to save off your game. If you've got even the slightest interest in chess, Chessmaster is the one for you.

OVERALL

£19.99

96%

## BOMBER BOY

HUDSON SOFT

The HIT-listed PC Engine Bomber Man hits the Gameboy - and there's even a new game (the eponymous Bomber Boy) thrown in for good measure. The action is pretty straightforward. Just run around a maze, blowing up creatures with the aid of your bombs and the various power-ups available. Bomber Boy is a very addictive little number and good value for money, so what are you waiting for?

OVERALL

£19.99

82%

## GREMLINS 2

SUNSOFT

Gizmo's back - and this time he's taking no crap. His general aim in this conversion of the movie is to roar the eight-way scrolling platform area picking up extra weapons and blasting those evil little Gremlins (and the evil big ones at the end of each level). Gremlins 2 is a tough game all right, with very challenging gameplay and very difficult bosses. The graphics and sound are great, but with the amount of platform games available, it's very unoriginal.

OVERALL

£19.99

80%

## MICKEY MOUSE 2

NINTENDO £19.99

Yet more platform malarkey on offer here in this Gameboy licence of everyone's favourite Disney rodent. The action is pretty limited. Just guide Mickey around the platform area opening doors and collecting keys. The graphics are fine, but unfortunately the scrolling is mega-jerky and the gameplay itself can hardly be described as addictive or compelling. Put simply, Mickey Mouse 2 is a pretty lacking effort. Leave well alone.

OVERALL 51%

## FASTEAST LAP

NINTENDO

It's time to dart around an overhead eight-way scrolling course, overtaking other cars with the express purpose of winning the race. Fastest Lap has got some excellent static graphics, but the in-race visuals are rather lacking. Come to think of it, that last comment applies to the race action as well. If it's high-speed thrills 'n' spills you're after, check out the likes of F1-Race before settling eyes on this lacklustre effort.

## OVERALL

62%



Nintendo GAME BOY™



## ...NEWS FLASH...

...Available in all Gameboy slots, now (try out Boots first) - the all-new Gameboy carry case! Cast in robust, rugged plastic it protects you Gameboy, leads and six game paks from the rigours of the outside world. Retailing at £9.99, it's a tad on the pricey side for a bit of moulded plastic, and some nice, soft material inside would've helped cushion the Gameboy when it gets buffeted about...

...News reaches us from Japan of a special NES Gameboy converter card! The device itself is shaped like any other Nintendo cart, apart from the fact that there's a small slot in it that takes your Gameboy cart. Nintendo then plays the game as normal, only this time the action's displayed in black and white on your TV screen! Good, huh?



# GAMES GALORE

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## GAMEROY

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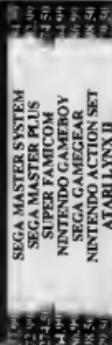
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# REVIEW

SEGA

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BY SEGA

The evil god of destruction, Bios, has risen from the flaming fields of Hell and is bent on wreaking havoc to our fair and pleasant galaxy! Only one man is capable of massing enough firepower to do away with the evil Bios, and that guy is Guy (if you get my meaning). He enjoys blowing things up (well, it's a hobby) and sees Bios' intrusion into our dimension as a good excuse to kick some demonic ass.

So, pausing only to pick up his anti-gravity belt buckle and massive double-barreled laser shotgun, Guy flies out into the unknown ready to do battle with Bios. The only problem is that as Guy scrolls horizontally through each level, Bios' satanic minions are ready to give Guy a laser blast that'll send him to oblivion!

Thankfully, Guy's made of pretty stern stuff and can withstand plenty of his before he meets his maker! The only problem is that at the end of each level, Bios has deposited a massive trainee god, and Guy's laser skills are tested to their limits in order to bring those oversized minions to photon justice!

## FORGOTTEN COIN-OPS

*Forgotten Worlds* is something of a landmark in Capcom history. It was the first coin-op to use their CPS arcade system and all of their subsequent coin-ops (U.N. Squadron, Strider, Street Fighter 2, Final Fight et al) are based around this powerful design. But did you know that *Forgotten Worlds* is actually called *Lost Worlds* in Japanese arcades (now, not a lot of people know that). The coin-op is different from this conversion in that it boasted simultaneous two-player action and different routes through each level (some routes were either more dangerous or provided more money to pick up in the form of vanquished monsters).

In my view, there aren't really that many Master System shoot 'em ups that hit the mark, and *Forgotten Worlds* doesn't do much to redress this balance. The scrolling's fine and the graphics are quite close to the coin-op's (apart from the slightly dinky sprites),

and the gameplay is quite entertaining with lots of explosive action and some good power-ups. Unfortunately, there is something seriously wrong with the sound. The coin-op's tunes were pretty naff to begin with, but these Sega renditions are just completely dire with some very bizarre boozing 'bass lines' (I use the term very loosely) and irritating tinkling noises. If you can put up with this for ten minutes, you're seriously deranged. Turn the volume down and *Forgotten Worlds* boils down to being a pretty average blast. But worry not! Sega blasting fans, I've seen a preview of Mirrorsoft's *Xanion 2* and that looks rather special indeed...

RICHARD  
LEADBETTER

088

## HIGH CALIBRE SHOPPING

amongst the blasted wrecks of vanquished collectible money. The currency in this and other Capcom games is money, and at the shop located at the middle of each stage can be traded in for weapons. Also, money can be bought to heal wounds and potions are also a must.

WELCOME!

# REVIEW



## FLASK

This potion of resurrection grants you an extra life, at the cost of 3000 zennies.



## LASERS

There are three types of laser, ranging from wimpy shooters to spiffy weaving blasters.



## ROCKET

Well worth the 5000 zennie asking price, heat seeking missiles are a bit of a bargain - and great fun to boot!



## SATELLITE ANNIHILATION

As the name suggests, you can fire away at the many different types of satellite that are scattered across the screen. Auto-track is a must for this mission.

It's a bit of a challenge, but the game can be quite addictive.

## UPDATE

*Forgotten Worlds* has been out on all the computers for a year or two (conversions were by US Gold), and a Megadrive version has been officially available since before Christmas.



There's no doubt that the Sega is short of good shoot 'em ups and while *Forgotten Worlds* looks smart it's just not that much fun to play, as Rich says. It doesn't really improve the situation. The coin-op was hardly a classic, and this version doesn't even have the major plus-point of the two player option. The sprites are really great, looking like smaller versions of the graphics in the Megadrive game, but unfortunately, they are the game's only asset worth mentioning. It's not that the game is bad as such, it just, well, doesn't pack much o' punch. If you liked the arcade game you'd more than likely get a few thrills out of this, but otherwise you'd probably be happier playing the Sega version of *R-Type*, which was much more impressive and enjoyable.

**PAUL  
GLANCEY**

## ROTATO-BLAST

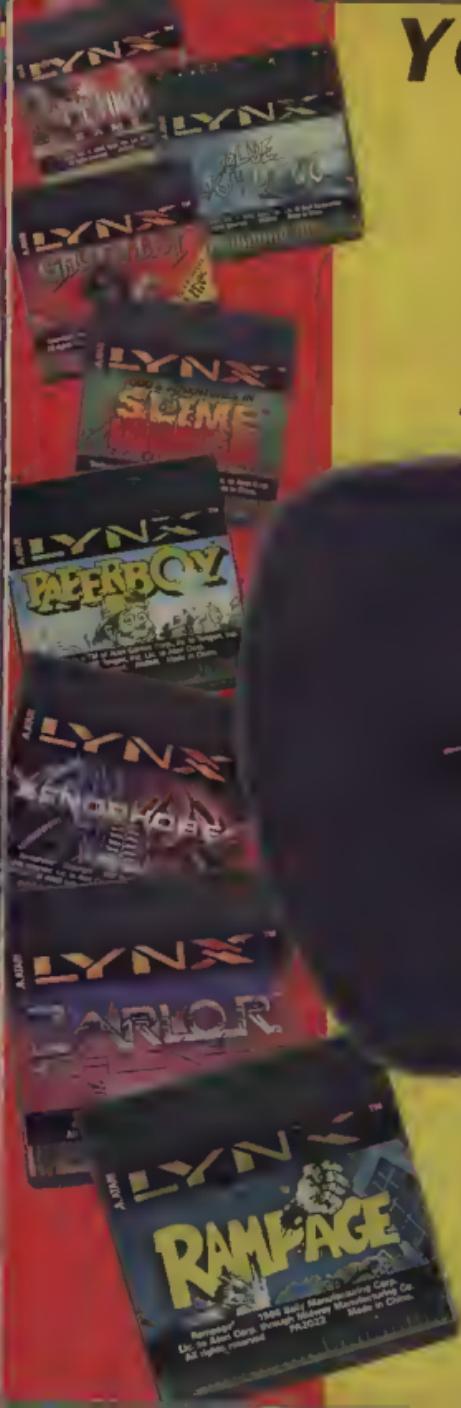
In the arcades, *Forgotten Worlds* was distinctive because of the strange joystick controls. The stick could actually be twisted through 360 degrees thus enabling the main sprite to fire in one direction and move in another. Of course, the Sega hasn't got a rotating stick, so instead the A and B button are used to spin Guy either clockwise or anti-clockwise. A button to fire all of the weapons systems isn't required, because the game has an auto-fire built in!

<b>GRAPHICS</b>	<b>88</b>
<b>SOUNDS</b>	<b>55</b>
<b>PLAYABILITY</b>	<b>80</b>
<b>LASTABILITY</b>	<b>70</b>

**OVERALL** **75**

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# YOB'S MAILBAG

## IT AIN'T SHAKES- PEARE, BUT...

Dear YOB,

I have written in to publicly mock and cast down Allan "I'm a pleb" Brownie's pathetic attempts at poetry. To make up for his generally crap rhymes I have written one of my own.

YOB, as he scours the mail, Slaps and then lets out a wail, "If Brownie don't stop, Sending me this trolop, Then to the floor, his head I will nail."

Not bad eh?

P.S. I have an Amiga and a Gameboy and am proud of them both

*Mr Anonymous, Nowhere Land*

**YOB:** There was a young lad from Nowhere Whose poems were full of

hot air  
He tried to impress  
But forgot his address  
Now he looks a right prat,  
so there!

## MORE GRIPES, GROAN!

Hi YOB,  
I'm writing in to gripe about such no-hoppers as Guy Simms (Muhammad Ahmad's "friend" ish 110) who's got some funny idea that the Megadrive has better graphics and sound than the Amiga. He's not completely wrong, but he sure as hell isn't right either. On the graphics side, the Amiga has a palette of 4096 colours (in low-res mode) and the A2000/A3000 can produce 16 million colours (with special chip). The Megadrive's palette is somewhere between 512 and 1024, nowhere near the Amiga's. On the other hand the Megadrive manages 12 channel stereo

Yehaa! The Mailbag was full to bursting this month, which cheered me up so much I had to go off and fight with the milkman to put myself in the right mood to deal with you lot. Now I've turned sour again and need a few good laffs to glower over. If you think you're up to the mark, drop me a line at I'M FUNNY! AM, YOB'S HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The best letter wins £100, but nobody scoops it this month because they're all crap...

sound compared with the Amiga's 4, even though Amiga sound has better performance

Enough of that though. The only reason I think the Megadrive has better games is because it is a console and designed specifically for

games, not because it has better capabilities. I think Amiga programmers around the globe should pick up their act and start producing brilliant arcade-style games and perfect conversions. The Amiga is capable of *James Pond* and *Turrican* are prime

examples of what they should be doing, though I think they could have been even better if the programmers utilised the full European 320x256 resolution instead of the American 320x200. A good way to start the ball rolling would be to port over a few original Megadrive games (Super Shinobi, Thunderforce III) instead of porting from the inferior ST with inadequate changes. *Mr Wizard Man, Canberra, Australia*

**YOB:** Your letter is a triumph of ignorance over fact. First of all, have you seen a recent Amiga game using the 4,096 colour HAM mode? Because of technical reasons your brain cell couldn't cope with, most games have only 16 colours on-screen at once. But what's all this "better performance" Amiga sound garbage? The Amiga can only play samples, whilst the Megadrive can synthesise its own noises and play samples. The Megadrive plays better games because it was designed to play games, and thus does have "better capabilities" (custom graphics and sound chips and better, faster hardware scrolling for starters). Oh and while we're at it, the size of Turrian and James Pond's screen has nothing to do with US or European screen sizes. In fact, the REAL reason is the fact that the Amiga couldn't update the screen as fast if the play area was bigger - so there I'm not putting the Amiga down, 'cause it does have some games that will never appear, or be battered, on the Megadrive. Indeed, some Amiga games are actually better than the Megadrive versions (Rainbow Islands and James Pond, for example). Just can't stand a amatae who gets all his facts wrong, so that's that up your Auseie bum and amoks it.

## A VIEW ON REVIEWS

Dear YOB,

Here is my guide to a good review (answering last month's letter from Jon Lindsey)

1. Make sure the first one or two paragraphs give the outline to the game.
2. Say roughly how to play the game.
3. Give a few views on the game (not too opinionated).
4. Add a few paragraphs of "nice touches" the game includes.
5. Give your own personal view of the game.
6. Give a rating (graphics, sound etc shouldn't come into it much). Playability and lastability are much more important).

7. Unless real, make no imaginary Ed remarks. (Like this one? - ED), don't completely rave about a game (even if it is excellent) and remember a game always applies to someone (Eh? - ED) Robert Walker, Hillingdon, London

**YOB:** So that's how to write a plifly games lowdown, eh Bob? What does it look like we're doing on the Review pages? Hanging out Auntie Dot's laundry? Doing the Sunday Times crossword in Swahili while standing on our heads? I dunno, there's just no pleasing some people. As for those: Ed remarks: Tim's real enough, but I reckon you're a work of fiction dreamed up by somebody just to cheese me off on a Monday morning. Talking of which...

## HAI HAI WHO?

Dear YOB: Ah Ah!

Ho ho ho! MR STOOL HEAD HERE! How are doing... get it? Har har har! Well, joking aside - gal it? Har har har! Yer know Saddam sent out his kid to latch him a bag from the bottom of his garden. He came back and said "There's no Saddam" - har har har Knock, knock Doctor... get it? Har har har! Gibber gibber! Where does a frog go on its holidays? Ah Ah! New York Har har har! Why did the girl fall off the swing? Ah ah! Cause she didn't have any arms! Har har! Wall that's all from me, good ol' Mr Stool Head. Ah ah! Good Old Mr Stool Head, Bevere, Worcester. YOB: See what I mean? This is what happens when

you use too much Vick's Vapo Rub and don't have a cold. I wanted to make this star letter, but there's no address to send the cash to. Har! Har! Har!

## COME ON FOLKS, PLAY THE GAME!

Hey YOB!

I'm writing to you on a subject that happens to be very close to Jazza's heart - the amusement arcades. I've noticed how that's a bad word with parents nowadays. At least, in Britain. In Japan there's no problem, in fact, going down to the local amusements is likely to be a family outing - you can see Japanese tourists here in the summer taking their kids for a shot on the vids. So why've it taken so long? Ask the parents: it's a waste of money.

I don't know about you, but I think twenty-pence for anything up to twenty minutes of video-bashing (if you're good) sounds perfectly reasonable to me - and I'd certainly rather play a coin-op than smoke the equivalent number of cigarettes.

"It's anti-social"

Sorry, parents. You're wrong on this one. I love to meet mates for a go on the latest two, three or even four-player machine. The arcades are a great place to make new friends too. If you see someone playing a two-player game alone, of course you're gonna join them - having to work as a team with a stranger will bring out the best in you. I've quite a few friends I've made that way. "You'll get addicted" Yeah, sure it's addictive. It's meant to be. Addiction to the vids doesn't mean you're a moron who whops all his dosh down the coin slots as soon as he gets it - look at Jaz.

So why do parents think the arcades are a den of evil? As far as I can see, they tend to think of amusements as dark, smoky places with people pushing drugged in corners, whereas the truth is that most modern arcades are clean no-smoking zones busting with happy players.

So come on parents, wise up!

David Black, Inverness

**YOB:** You may be a boring old fart Dava, but you're right of course. In the past it's true that your local vid game aperitif latt much to be desired, but the new

breed of arcade owners have really cleaned up their act. Some of them are now so well run I almost feel out of place...



## GIZZA JOB, GO ON...

Dear YOB,

I'm thinking of a career in publishing and I wondered how you lot got started in CVG. Did you just have loads of dash or did you...? How?

Another thing I don't think your new-look is as good as the old one. But don't get me wrong, I still make it the premiere choice on my shelf along with MEAN MA-CHINES.

Oh yeah, can you remember the very first CVG? The front cover read "HIT THE BEACHES WITH BATTLE-SHIPS". Those were the days eh? Only £1.00 for your CVG.

M Walton, Oxford

**YOB:** How did we all get jobs? That's a good one. I was delivered to the CVG offices by mistake with the Wednesday morning mail after falling asleep in a post box. I'd opened a few of the letters, formulated suitable replies and the crew were so impressed they gave me the tea cupboard to live in. Jaz got his job for getting the all-time high score on *Lawnmower Simulator* in a Aberystwyth lido and chip shop while waiting for his *avaloy*. Paul was employed on the strength of his incredibly treddy pocket organiser. Rich got his job because we couldn't bear to unleash his quiff on anyone else and Jon got his due to his incredible talent for lurking in dark corners and barking at anyone who comes close. As for Tim, God knows why they employed him. By the way, the first CVG had *Space Invaders* on the cover (it was a type-in listing for the Nascom), and it only cost 55p. Mind you, that was in 1981...



## FACTS AND FIGURES

Dear Yob,

I am writing a review on your Mail Bag, and here it is

Drawings: 85%  
Remarks: 98%  
Boredom: 1%  
Lunacy: 60%  
Crapness: 0%  
Funkiness: 90%  
YOBness: 100%  
Worth of Cost: £1,000,000,000,000  
Overall: 99%  
So there you have it. Your Mail Bag is totally brilliant. Now please can I have that £100?

*Daniel Jones, Clwyd Wales*

**YOB: Your chances: 00%**

## FAB FROM THE MEGA MAN

Dear YOB,

After reading the third magazine since the first new-look issue, I fell I had to write and air my views. Firstly, I think that CVG is resting on its laurels. As it is the best-selling magazine of its type, it doesn't need to attract more readers by recommendation and, as a result, standards have slipped. However, it appears that an attempt to gain customers has been

mounted which involves painting the pages garish colours and using words like "Megell" and "Fab!!!".

Younger readers may be fooled, but the quality of the reviews has suffered and many older readers in the 14-plus bracket will be put off by the inane caricatures of reviewers and general immaturity of the magazine and turn to more objective, informative magazines. Secondly, CVG has been left behind with regards to new technical achievements. I'm not talking about the Famicom etc, but where are features on CD-IROM, extensive VR reports, not just on one system, reviews of state of the art games, Wing Commander II, Birds of Prey etc?

Thirdly, CVG has been seriously marred by the allocation of space. As the owner of a Lynx and Amiga, I have practically every sort of machine - handheld, console and computer - so I am neutral in the "my console knocks spots off your computer" wars. It is therefore easier for me to see which machines are being unfairly

treated. Although it and my Amiga are deadly rivals, the one ST review in issue 114 was pathetic. Less time should be spent on unofficial, unavailable machines (Famicom and PC Engine) and spent on machines which are popular like the Megadrive, MS, ST and Amiga.

Lastly, I know that it hasn't made much of a UK appearance so far, but with the new Lynx II console, sales the impress in the states (it outsells the Genesis and PC Engine), new accessories and new games of real quality (35 era listed in Special Reserve), it is the most promising handheld. More coverage please! Please print this as I'm sure I'm part of a large chunk of your readers with these views who, like me, are considering whether to continue purchasing CVG.

*Berry Jenkins, Theydon Bois, Essex*

**YOB: You've completely ignored the prime virtue of CVG - there are 101 things you can do with a rolled up copy of the magazine. I suggest you carry out the last, because you're talking out of the pieces you should stick it sideways...**



**A LARGE CHUNK OF BARRY JENKINS.**

## KEEP THE CHANGE

Dear Mr YOB,

I'm writing this concerning the changes in CVG

- 1 The charts. Very good. Including the Sega Master System and the Nintendo Entertainment System was a wise choice and listing them by machine sales is even better. Full marks
- 2 Putting in more than one person's opinion is much better but they seem to be very similar. The little pictures of the reviewers are funny and interesting. Overall, those changes seemed to be essential (not the little pictures), so very good again
- 3 The CVG hit logo - cool and modern. What more can I say?
- 4 The little box with information on whatever computer

and console it's being reviewed on Battler, but not much change

- 5 Lastability replacing value. Great. About time too. What took you so long?
- 6 Bytesize. It may be saving space and money and giving more room for other things, but it's laid out like Mr YOB's hair. You don't know what picture goes with what review. When the update section was brought in, it was over the moon. It was bursting with colour (in Bytesize, there's too much colour) and style. At least the coming soon feature is good. Sorry, 5% improvement and that's too much (Eh? - YOB).
7. Cheat Mode replaces Playmasters. Not much difference but the information is laid out much better and got more style.

Overall, the new C+VG is an improvement with some bloody great illustrations laid out wonderfully and even more information. A great job. CVG is absolutely wicked.

**YOB: Yeah, yeah, yeah. And if you could afford the train fare you'd come up here and kiss our boots. No cash for you, sonny. You'll have to try harder than that.**

## TOP OF THE TABLE

Dear YOB,

I have some suggestions which I think will improve Computer and Video Games magazine:

- 1 How about giving release dates for new games which gives information on their publisher and prices etc. This would be very useful to your readers, even if it's only a page.

2 In a rival magazine, there is a league table showing - in their opinion - the best games they have ever reviewed. I think you should run a similar table but also include publisher, machine format, price and rating received. It could be updated monthly and, as you deal with all types of computers and consoles, you could print a list for a micro one month and then do another the next. This would ensure the league does not become too repetitive as it would change so much.

Anyway, keep up the good work on CVG and best of luck for the future.

*S N Hardy, Sheffield*

**YOB: Here in Yob's corner I keep personal lists of the best and worst letters received, people I hate most**

**In the western hemisphere, things to do with six Chicken McNuggets and the most useless people this side of Swedes. You come straight in at number three, just above the old**

## NAFFED OFF WITH NARCO

Dear YOB,

The other day, I bought Narco Police for my PC. In the manual it tells me load it thus:

Insert the disk in "A", connect up the computer, game will load automatically.

I have tried this, but I always get a message "Not a system disk". Can you possibly help me with my dilemma?

*Paul, Cardiff*

**YOB: Nope.**

## TURBO TROUBLE

Dear YOB,

I have recently visited an American Airbase in England. It was a really good holiday and was like visiting a small American city. In a lot of shops and video stores they had Turbo Grafix systems set up with a game until called Keith Courage. The graphics, gameplay and sound were brilliant - almost arcade perfect. The main thing stopping me buying it was its incompatibility with our voltage system. My question is, will someone designed something that will allow it to run on our system and if so, when?

*Patrick O'Brien, Coventry*

**YOB: If I had a pickled cucumber for every letter like this I'd throw them all up over Patrick and find something better to do with my time. Listen, thicko. Buy yourself a PC Engine on gray import (it's the same as a Turbo Grafix) and grab the cart of your choice. Lo and behold, it'll work on your power supply. Wow!**



**BUT BRITISH**



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# 3D REVIEW

PC

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BY ELECTRONIC ARTS

It's that man again - and back with a vengeance! Ace pilot and sky supreme Chuck Yeager returns to the cockpit for another slice of aerial action to make your head spin and your hair curl. Join Chuck through a wide variety of historic air battle conflicts. Wrestle at the controls of a fleet of aircraft through the skies of World War II, Korea and Vietnam. Thrill to the excitement as you single-handedly wipe out a bomber formation and turn to take on their fighter escort. Jump as they line up to attack, guns blazing through the clouds. Then look down in dismay as bullets rip into the fuselage and wish your RAF-issue trousers were a deeper shade of brown. Sorry Chuck old man, which way to Bologna?

## ACTION? GET IT TAPED!

One of the strongest features of the game is the video playback option, which allows star war pilots to relive those glory days. Run back the tape to assess your flying skills, slow down the action for an in-depth look at your tactics and zoom through the burning bits on afterburner to zip straight back to the conflict! Naaaaow! Watching the tape, you'll pick up all the small details you missed while the heat of combat dragged your attention away. So you shot down that Mig, eh? There's the pilot chappie in the corner, sailing slowly back to earth under his blue and white parachute. No medals for him. Ho Ho Ho!

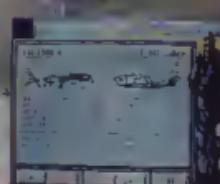
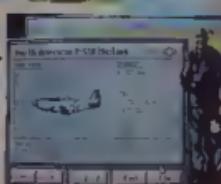


▼ Lock on! Lock on!



◀ Detailed stats here.

The P51D Mustang ▶  
In all its glory!



What a cracker! Air Combat isn't a flight sim, it isn't an arcade game. It's something else bang in the middle and the result works brilliantly. Here is a game where absolutely everything is under the player's control: except the bad guys, of course! Ironically

though, this is the game's one drawback - you find you have so much power that the incentive to achieve everything wanes after a while. Nonetheless, Electronic Arts have come up trumps with a package every PC owner should fight for. Great stuff.

TIM  
BOONE



## FLY HIGH IN HISTORY!

With loads of options at your disposal, Chuck certainly gives you plenty to play with. First up, you can choose to fly any of a multitude of pre-set historic missions recreating combat scenarios from World War II, Korea and Vietnam. Having conquered that, you can create a mission of your own - deciding how many other planes you want to fly against, what they are and how well their pilots cut the mustard. This is where the fun really starts! Fancy a duck shoot? Line yourself up a few flights of B-52s without fighter escort and blow the blamey out of them from the comfort of the super fandango jet you chose from the options screen. For a close shave try flying a B-52 at 10,000 feet against fifteen F-4s who hit you with a surprise attack. Hold onto your flying scarf and pray those suckers' guns are jammed!

# ►►► REVIEW



Blanket bombing ahoy!

## CHUCK'S AROUND, SO CHOCKS AWAY!

Feeling lonely in the cockpit - the odds stacked against this job - key making it back safe and sound? Never fear my lad, uncle Chuck's with you all the way! Mr C pops up with all manner of supremely handy advice - usually just when you're about to buy your ticket to the grave. He's also on hand with plenty of pre-flight advice, including the lowdown on the planes you're about to encounter. "Talk about long odds!" chuckles Chuck if you set up an impossible mission. "You bought the farm," he informs the world as your plane crashes nose first into a little hillock. "There's always next time." There certainly is - click the mouse a couple of times and you're back among the clouds. Yippee!



▲ Closing in...



## UPDATE

Good news for Amiga and ST flight fans - *Air Combat* is being converted for your machines and should be released by the end of the year, price £24.99

Chuck Eager's

# AIR COMBAT

He's in  
my sights!





# REVIEW

CHUCK YEAGER'S  
AIR COMBAT



▲ Formation flyers about to meet their doom!



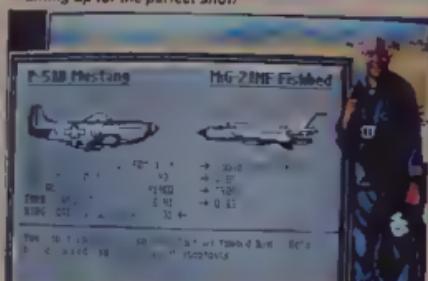
▲ Lining up for the perfect shot!



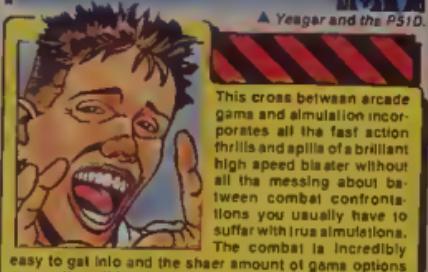
▲ Boom! Nice one!

## WISHFUL THINKING...

So there I was in my F-4, flying at 20,000 feet when suddenly I was jumped by five Tomcats, three P-47 Thunderbolts and a Messerschmitt ME-109. Quite what they were all doing there I didn't have time to ask. Instead I turned to face them coming head on, rested a sweating finger on the trigger button and wished I was back home playing on my computer... Wishful thinking? In Air Combat, it's all too real



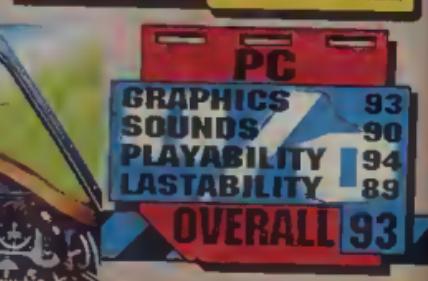
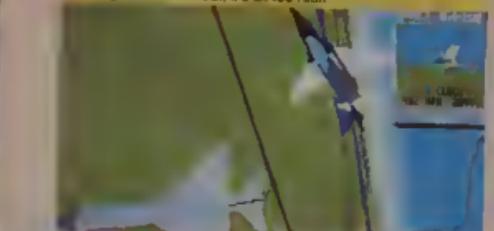
▲ Yeager and the P51D.



This cross between arcade games and simulation incorporates all the fast action thrills and spills of a brilliant high speed blaster without all the messing about between combat confrontations you usually have to suffer with in real simulations.

The combat is incredibly easy to get into and the sheer amount of game options means that all levels of gamesmanship are catered for. Whether you want to fly against another air ace, take on a fleet of bombers or get kamikaze kicks flying against fifteen other fighter aircraft simultaneously, this has it all!

JULIAN  
RIGNALL



100

PC  
GRAPHICS 93  
SOUNDS 90  
PLAYABILITY 94  
LASTABILITY 89  
OVERALL 93

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# REVIEW >>

## GAME GEAR

£25.00

BY SEGA

It's a tough old world for the average Ninja when all his mates are suddenly kidnapped and brainwashed into joining the baddies. Oh well, I suppose it's time to rescue them.

In this well-hand Game Gear beat 'em up you take the role of the single Shinobi left to battle against the evil forces holding a quartet of buddies hostage in four locations. Battle across the highway, the valley, the woodland and the harbour in a bid to save your captured chums from doom.

Lurking at the end of each level is a dastardly boss which is - GASPI - under the control of one of your Shinobi mates! Defeat the boss and the Ninja quickly comes to his senses and joins your side. From then on you can call upon your forces at any moment to take over the action, using their own special weapons and skills to do away with the terrible penis inside the last level - Neo City.

### KNOW YOUR PLACES!

At the start of the game you have a choice of four locations in which to play, each requiring a different blend of skill and strategy to overcome the obstacles in your path. Here's a quick guide.

▲ The round select screen.



▲ The Highway level!



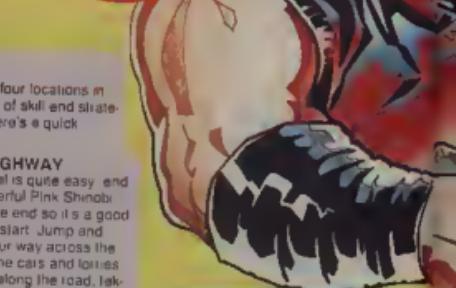
▲ The riverside valley level.

▼ GG at the harbour!



Hurlyya! GG Shinobi is just the business! This must be one of the best beat-em-ups I've ever played - even managing to knock some arcade games into a cocked hat. The graphics are excellent, the gameplay superb and the attention to detail absolutely amazing. You'll

find it hard to believe that so much has been crammed into a portable game and will wear down a fair few batteries before beating this. GG is a showpiece for the Game Gear, showing just what's possible on Sega's colour handheld. More of the same, please!



#### THE HIGHWAY

This level is quite easy and the powerful Pink Shinobi lies at the end so it's a good place to start. Jump and slash your way across the tops of the cars and lorries hurtling along the road, taking the masked madman in your stride and leaping from vehicle to vehicle. Be careful though, these suckers are armed with all sorts of guns, bombs and big fists. Taxi!

#### THE HARBOUR

Once you've released Pink, select this level where he can hang from gantries and lob bombs all over the shop. Run through the ships, kicking seven bells out of the baddies, frogsurfs and their best to send you splashing into your doom.

## ► **REVIEW**

**WATCH OUT, NASTIES ABOUT!**

GG boasts a brilliant range of baddies so deadly they'll scare your Shinobi socks off until you learn how to master them. Here are a few:

**DISC-SPINNER** Best of the bunch. This bloke is totally lethal with those discs of death and should be approached with supreme caution!



**HAMMER MAN** This block-head runs around swinging a huge wooden hammer at anything which breathes.



**ARCHER** Watch out for these cunning devils or prepare to live right at the sharp end.

▲ **Attacking an enemy base?**

# SHIMONI

## YOUR NINJA MATES

The five Shinobi each have a different weapon & different magical power and sometimes a special attack.

RED

Red starts using his magic. He is armed with a huge sword, and can use his magic to make everything on the screen (apart from himself, of course) explode! Primitive weapons, it's true, but when no-one else seems to be making progress it's worth giving him a try.

PINK

Pink is one of the strongest Shinobi, and is the first you should look for. He's in a helicopter at the end of the Highway level. Pink is armed with 3 snakes and can crawl upside down along platforms - an ability which comes in very handy everywhere. His magic power is the ability to freeze everything on screen! He's a very strong Shinobi.

YELLOW

Yellow shoots magic fireballs from his fingertips, and these can be powered up by holding down the button. His special power is a devastating lightning bolt which annihilates every enemy in sight!

BLUES

**BLUE**  
Blue comes complete with a blade on the end of a long chain which is well as being a deadly weapon can be used to swing from branch to branch in the trees. Has special magic links so that in a whirlwind you can travel anywhere on the screen!

## GREEN

Gremlin uses shurikens which take out anything they hit, and he can also perform a double leap and a spin which sends a shower of deadly metal stars everywhere. Gremlin's loyalties are in danger by using his magic and exploding everywhere!



as to say that it's one of the best beat 'em up's I've ever played anywhere, and the addition of strategy (working out the best ways to use the different Ninjas) makes it even better than Megadive's Revenge of Shinobi! Amazing, but true! It's Sega can match this standard on all of their future Game Gear releases, the machine may have a rosier future than everyone first thought!

PAUL  
GLANCEY

## GAME GEAR

<b>GRAPHICS</b>	92
<b>SOUNDS</b>	91
<b>PLAYABILITY</b>	95
<b>LASTABILITY</b>	93

OVERALL 94

# REVIEW

ST

£29.99

BY DOMARK

as many  
Then  
as can  
back home  
As soon as the  
stantly  
base before a batter  
Meanwhile a clock on  
the batter has  
in such a  
a strike and the batter  
Once three strikes have been  
batted a d  
So after that the  
d what more are to  
and perhaps they all



I must say, if you like Baseball games, RBI 2 Baseball is probably the best one on the market at the moment. However, if you're not really interested in Baseball, this polished Domark effort won't appeal to you at all. Unfortunately, I am a member of the latter category

and after a few minutes found the gameplay to be rather repetitive. Just hitting the ball and running, or running for the ball and throwing just didn't seem to be my cup of tea. Indeed, after about half an hour's play I'd gone completely off the game. The graphics are very nice, and the sound is similarly impressive with some decent samples. The two-player mode increases the longevity of the game somewhat, but doesn't really add that much in the way of variety to the game. RBI 2 Baseball is mildly diverting, but for the hefty price (£29.99) I find it hard to strongly recommend this game.

RICHARD  
LEADBETTER



## BATTING 'N' PITCHING!

The main action of the game takes place on this 3D screen. All that really happens is that the pitcher throws the ball, and it's the batter's job to swing it as far possible. Both the pitcher and the batter can slightly alter their positions, and the pitcher is capable of throwing a fast or slow ball, and can put spin on it to make it curve left or right in the hope that this will completely baffle the batter.

## HOME RUN!

As soon as the bat connects with the ball the viewpoint changes to a bird's-eye view of the pitch which scrolls to follow the movement of the ball. Now it's the fielders' job to get the ball to the appropriate base to stop the batter from getting any nearer to home. If the fielders are a bit clumsy and waste time then the batter may be able to steal one more base and get that much closer to home. If he hits the ball far as the crowd he is awarded a home run, and he and all the other batters on the diamond get to run all the way to home base in complete safety, each scoring a run.

# RBI

## WHAT DOES RBI STAND FOR?

RBI actually stands for Runs Batted In - which in English means the amount of runs scored as a result of a single player's hit, which could be either his own, or the runs scored by getting other players back home. So now you know!

TOO!



### DIAMOND-VISION!

At regular intervals in the game, the action switches to the major Diamond vision that comes in *Home Run Derby*. Sequences depict the outcome of the last play. Special sequences include: Safe (when the player reaches a base safely); Home Run; Foul Ball; and Out. If a batter just makes it to a base before the ball, or if he *just* run out, you're treated to a colour cartoon of him sliding toward the base. It's just like the colossal screens built into a real life stadium, except *RBI Baseball* doesn't bother you with silly adet Hurrah!

# BASEBALL 2



# REVIEW

RBI BASEBALL 2



## COMPUTER BASEBALL

Although there have been a number of Baseball games released in Britain, none of them have ever been really popular, probably because the sport itself isn't popular over here. The most successful of such games must be Accolade's Hardball which was programmed in the USA. In the USA and Japan Baseball is extremely popular of course, so, not surprisingly there are loads of Baseball games on console. Among them are Sega's Great Baseball and The Baseball, Nintendo Baseball and Neo-Geo Super Baseball. Stars is a game with brilliant sampled commentary (only it costs £150.00!). Recently Megadrive owners have been wowed by Super League Baseball whilst Accolade have just finished converting Hardball to the same 16-bit system! Probably the most comprehensive Baseball games have appeared on the PC Engine and the Power League series is now in its third installment! However, Cinemaware are pitching in (no pun intended) with their TV Sports Baseball which should spice up the competition if it survives that company's recent financial problems!



I quite like the idea of computer baseball but I've always been put off by all the fiddly details and statistics which get in the way of the gameplay. Well, that's one flaw RBL doesn't have - the controls are pretty simple, and you don't really have to take that much notice of all the statistics, so it's quite easy to get into. It also scores Brownie points for its smart presentation, the samples and the Diamondvision screen, which looks great. Unfortunately, even with all this going for it, the game isn't as much fun as you'd expect. Soccer and American Football are full of fast action and tactics and maybe it's just that Baseball doesn't make as good a computer game because it doesn't have enough of these two qualities. Whatever it is, I have my doubts about whether I would get thirty quid's worth of enjoyment out of RBL.

PAUL  
GLANCEY

ST  
GRAPHICS  
SOUNDS  
PLAYABILITY  
LASTABILITY

84  
82  
72  
60

OVERALL 70



# REVIEW

## MEGADRIVE

£39.99

BY BALLISTIX

Like space flies, words the peaceful, kind-to-animal Heirarchy tends have conquest in mind, plasmacy, so the only way to get rid of the fleet to meet them and reduce them to their

What this boils down to in gameplay terms is along the lines of the very ancient space Warships battling it out in a 2D view of the Galaxy. There's no earth level, and it's up to each commander (computer or human player) to choose what at eve different abilities and weapons opponents to others and up. Every time it is the ship is unmanned it is it does his weapons are activated. Then weapons usually gain the energy can only be spannably

## THE ALLIANCE OF FREE STARS

A nippy ship with a mediocre cannon, but the special weapon can be devastating when fighting a large, slow ship. In close quarter combat press the C button to make the female crew sing their mystical song which draws the enemy crew out of their ship. While they're floating in space, the Syreen can rescue them and make them join their crew!



Once you've figured out each ship's strengths and weaknesses, Star Control is one of the most playable two-player games you're ever likely to play on your Megadrive! It's the sheer variety in all of the ships that makes this such a winner. The in-game graphics are nothing to shout about, but the sound is excellent. Indeed, a lot of the games turned into a bizarre version of 'Name That Tune', or rather 'Name That Sample'. Star Wars and Star Trek have both been sampled here, and the result is excellent. One-player mode isn't really that bad either. The full strategy game is quite compelling, and the option to play either end is rather original. Not a lot of Megadrive games have really impressed me lately, but Star Control is a game that's well worth a look

RICHARD  
LEADBETTER

108

# STAR

CVG  
HIT

## ARLOU LALELLAY SKIFF

Probably the Alliance's best ship, the Arlou Skiff is equipped with a homing laser and an inertial drive, so it's super-maneuverable. The short-range hyperspace drive, which warps the ship to another part of the screen, helps make this a match even for the Ur-Quan dreadnought

A very swift ship.



## CHENJESU BROODHORN

The Alliance's biggest ship, but not its best. Hold down B and it launches photon bombs forward which detonate when B is released. Hit C and it releases 'puppies' which follow enemy ships and bump into them, draining all the fuel for their weapon with every bump!

Impressive weaponry.



# ►►► REVIEW

## THE STRATEGY GAME

If you want something a bit more involved than a shoot 'em up choose the Strategy option on the title screen. You are then presented with different scenarios.

A spinning star map appears showing Alliance and Hierarchy forces, with their respective colonies and mining outposts. It's up to each side to capture all of the enemy's territory and destroy the enemy ship by ship. The colonies and mines keep the ships staffed and fuelled.

There are options to let you start the strategy game with the computer controlling your side's strategy while you fight the battles (PSYTRON) or vice versa (CYBORG).



### EARHLING CRUISER

This ship has a pretty slow drive-off, but can turn quickly to fire its guided nuclear missiles. The missiles aren't too accurate, so it's a good job the Earthling ship is equipped with point-defence lasers which repel enemy shots. ▼ A long-range attack craft.



### SHOFIXI SCOUT

A very weak ship, with a small crew and a puny cannon. However, it is fitted with The Glory Device, which has to be primed by pressing C twice. Make sure you're right next to the enemy, then press C again and the device blows the ship to smithereens, as well as inflicting heavy damage to anything nearby.



### YENAT TERMINATOR

Powerful guns (which sound suspiciously similar to an X-Wing fighter's cannon) and a protective shield make this one of the Alliance's best fighting craft. It's just a shame it's not as nippy as the Arquataleay Skill. ▼ A deadly fighter.



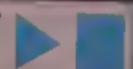
### MMRMNMHRM X-FORM

This ship can transform from a slow, but manoeuvrable craft with twin laser beams, to a fast but high-uncontrollable fighter which fires homing rockets. Make sure you always have enough energy to effect the transformation or you can get into trouble. ▼ A swing-wing ship!





# REVIEW



STAR CONTROL

CVG  
HIT

▼ Yikes!



### ANDROSYNTH GUARDIAN

One of the H...  
poorest crafts... Guardian is  
very sluggish and is armed  
with a completely hopeless  
main weapon which releases  
a cloud of wandering acid  
bubbles.

This ship can  
grow its own crew!



### MYCON PODSHIP

A huge, sluggish ship resembling a hollow meteor... side  
the ship is a plasma genera...  
ctor which shoots h...  
missiles made of balls. It de...  
vastating energy.

▼ B... green and...



### UR-QUAN DREADNOUGHT

...he...  
he...

### UPDATE

Star Control has been cut on  
all other formats for quite a  
few months now, but even  
the Amiga version (which  
looks very similar to the  
Megadrive version) isn't as  
playable as this one be-  
cause it's cursed with loads  
of disk-swapping. If you've  
two drives though, it's worth  
checking out.

## THE UR-QUAN HIERARCHY

AVENGER  
(In attack)

### Sensory Cluster

CREW  
REFUEL  
THRUST  
TURN  
SPEED

### ILWRATH AVENGER

This certainly looks like a  
powerful craft, but it is quite  
slow and the flame weapon  
has a very short range so it  
isn't a match for the talons  
of the Alliance fleet.

SPATHI DISCRIMINATOR  
(In Attack Form)

### SPATHI DISCRIMINATOR

This craft may look clumsy  
but it's one of the Hierarchy's  
fastest and most ma-  
neuvrable ships.



Don't be fooled! This game  
may look like a pile of crud,  
but it's one of the most en-  
joyable Megadrive titles I've  
played in ages! There are still  
those weapons to play with,  
and a lot of the fun comes  
from learning the best way  
to use them, and which  
ships make the best oppo-  
nents. With two players this proce-  
ss is unbelievably good  
fun, but be prepared for a lot of rude words as your  
ex-companion blows up your best ship! Even the com-  
puter player is good, especially if you play on either the  
medium or highest of the three levels. The easiest oppo-  
nent doesn't use the special weapons, but the other two  
are so clever it's like playing a human. The graphics are  
adequate rather than great, but the sound effects are  
excellent - nearly all of them are sampled from SF movies  
or TV programmes. Anyone after something different  
from the usual scroll-blast pap that's finished in a  
couple of days has just got to try Star Control. It's a whole  
new universe!

PAUL  
GLANCEY



### UMGAN DRONE

Weapons  
m...  
ra...



### VUX INTRUDER

This Klingon lookalike is  
fitted with a long-range laser  
cannon, but isn't too ma-  
neuvrable so that weapon  
isn't in use. However  
you can even the odds by re-  
leasing green spores which  
home in and stick to the  
enemy ship, reducing his  
speed and manoeuvrability  
drastically.

### MEGADRIVE

GRAPHICS	80
SOUNDS	88
PLAYABILITY	91
LASTABILITY	90

OVERALL 90

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# THE CVG QUESTIONNAIRE

CALLING ALL GAMERS - Here's your chance to help CVG remain the best all-format computer games mag in Britain, Europe - probably the world! We want to know what YOU think of the magazine. Why? So we can make it even better! What's more, we've got a cool grand's worth of software up for grabs. Plus, we'll send £200 worth of free software to the first five completed questionnaires pulled out of the hat. So when are you waiting for? Just fill in the form, carefully remove this page from the magazine, pop it into an envelope and send the whole caboodle off to: CVG QUESTIONNAIRE, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is August 16, after which we'll digest your answers and send off those prizes pronto!

## ABOUT YOU

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ADDRESS.....

POST CODE.....

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### HOW OLD ARE YOU?

- UNDER 10
- 10-12
- 13-15
- 16-18
- 19-21
- 22-25
- over 25

### ARE YOU:

- AT SCHOOL
- COLLEGE
- UNIVERSITY
- PART-TIME WORK
- FULL-TIME WORK
- UNEMPLOYED

### WHICH MACHINE DO YOU OWN?

- AMIGA
- ATARI ST
- AMSTRAD
- C64
- GX4000
- SPECTRUM
- GAMEBOY
- GAME GEAR
- LYNX
- MEGADRIVE
- MASTER SYSTEM
- NINTENDO
- PC COMPATIBLE
- PC ENGINE
- SUPER FAMICOM
- OTHER.....

### WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?

### WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS?

### WHAT ELSE DO YOU WANT FOR CHRISTMAS?

### WHICH COMPUTER GAMES DO YOU LIKE?

- ARCADE CONVERSIONS
- SHOOT-EM-UPS

- PLATFORM GAMES
- PUZZLE GAMES
- FILM/CELEBRITY TIE-INS
- ROLE PLAYING GAMES
- ARCADE ADVENTURES
- 3D ADVENTURES
- FLIGHT/BATTLE SIMULATORS
- TEXT ADVENTURES
- SOMETHING ELSE, NAMELY.....

### HOW MUCH POCKET/SPENDING MONEY DO YOU HAVE PER MONTH?

- LESS THAN £10
- £10-20
- £20-30
- £30-40
- £40-50
- £50+

### HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?

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- £20-30
- £30-40
- £40-50
- £50+

### ON AVERAGE, HOW LONG DO YOU PLAY A GAME?

- ONE WEEK
- A FORTNIGHT
- A MONTH
- SIX MONTHS

### WHAT MAKES YOU DECIDE TO BUY A GAME?

- REVIEWS
- COST
- ADVERTISING
- PACKAGING
- RECOMMENDATION
- OTHER, NAMELY.....

### WHAT ELSE DO YOU BUY?

- RECORDS/TAPES
- COMICS/MAGAZINES
- SWEETS/CRISPS
- POP
- CLOTHES
- OTHERS, NAMELY.....

### APART FROM COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?

- WATCH TELLY
- HIRE VIDEOS
- LISTEN TO RECORDS
- GO SHOPPING
- GO TO THE CINEMA
- GO TO CONCERTS
- PLAY SPORTS
- SOMETHING ELSE.....

### IF YOU WERE OPENING A BANK ACCOUNT, WHO WOULD YOU BANK WITH?

- NATWEST
- MIDLAND
- BARCLAYS
- LLOYDS
- GIROBANK
- OTHER, NAMELY.....

HOW OFTEN DO YOU GO TO THE CINEMA?

- ONCE A WEEK
- ONCE A FORTNIGHT
- ONCE A MONTH
- ONCE A YEAR

WHICH OF THESE FILMS WOULD YOU GO TO SEE (IF THEY WERE MADE)?

- TURTLES 2
- ROBOCOP 3
- PREATOR 3
- ALIENS 3
- GHOST 2
- STAR WARS 4
- GREMLINS 3
- ET 2
- INDY 4
- BACK TO FUTURE 4

WHAT'S THE BEST MOVIE YOU'VE SEEN ON VIDEO RECENTLY?.....

WHAT SORT OF MUSIC ARE YOU INTO?.....

THE MAGAZINE

WHICH OTHER MAGAZINES DO YOU READ/BUY?

- ACE
- AMIGA ACTION
- AMIGA COMPUTING
- AMIGA FORMAT
- AMIGA POWER
- ATARI ST USER
- CLUB NINTENDO
- CRASH
- CU AMIGA
- GAMES-X
- MEAN MACHINES
- NEW COMPUTER EXPRESS
- PC LEISURE
- POPULAR COMPUTING WEEKLY
- RAZE
- SEGA POWER
- ST ACTION
- ST FORMAT
- THE ONE AMIGA
- THE ONE ST
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- YOUR COMMODORE
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- ZZAP! 64

WHICH MAGAZINE IS YOUR FAVOURITE AND WHAT IS ITS BEST FEATURE?.....

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- IT LOOKS GOOD
- IT'S FULL OF REVIEWS
- IT'S GOOD FUN
- IT'S HONEST AND FAIR
- SOMETHING ELSE, NAMELY.....

PLEASE MARK THE FOLLOWING SECTIONS OF THE MAG FROM 1 TO 10 (10 = BRILLIANT, 1 = RUBBISH).

- COVERS
- CONTENTS
- ED FIRST
- NEWS
- REVIEWS
- PREVIEWS
- YOB'S MAILBAG
- CVG CHALLENGE
- CHEAT MODE

SAOIE'S SCORERS

- CHARTS
- COMPETITIONS
- ARCADE ACTION
- NEXT MONTH

IS THE TEXT IN CVG REVIEWS

- TOO SHORT
- TOO LONG
- JUST RIGHT

ARE CVG REVIEW RATINGS

- TOO LOW
- TOO HIGH
- JUST RIGHT

ARE THE SCREEN SHOTS

- TOO BIG
- TOO SMALL
- JUST RIGHT

IS THE RATING SYSTEM

- JUST RIGHT
- REASONABLE
- POOR

WHAT DO YOU THINK OF THE RECENT CVG REDESIGN AND THE OVERALL LOOK OF THE MAGAZINE?

- GREAT
- OK
- POOR

WHAT ELSE WOULD YOU LIKE TO SEE?

- STAR INTERVIEWS
- FEATURES ON PROGRAMMERS
- GAME ROUNDUPS
- GAMES IN PROGRESS
- FILM/MUSIC/VIDEO NEWS
- A COMIC STRIP
- POSTERS/STAR PICTURES

IS CVG'S 8-BIT COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

16-BIT COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

MEGA DRIVE COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

FAMICOM COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

HANDHELD COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

DO YOU BUY MEAN MACHINES REGULARLY?

- YES
- NO

IF NOT, WHY NOT?.....

FINAL COMMENTS ON CVG?.....

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# ARCADE ACTION

That wild n' wacky family, The Simpsons have just appeared in their very own coin-op - and it's just as nutty as their television programme!

The plot revolves around baby Simpson Maggie who's been abducted by a group of jewel thieves. The only thing for it is for the rest of the family to go and rescue her from the clutches of the evil hoodlums.

Up to four players can participate, with each member of the Simpson family selectable for battle. The mission of mercy is split into a variety of levels which run across the length and breadth of Springfield, addicts of the TV series will instantly recognise such locations as the funfair, the park, the main street and even Moe's Tavern!

Each level is packed full of hoodlums all out to nobble the heroic Simpsons and wear down their energy bars. Fortunately each member of the family carries a weapon with which to dispatch the baddies - so beat 'em up skills are the order of the day.

As with all games of this type, at the end of each level lurks a giant guardian who must be puffed over to progress onwards. At the end of level one there's a giant wrestler, next up is one of Krusty the Clown's mimons. On the final level is the boss of the jewel thieves, defeat him and Maggie is rescued!



## THE SIMPSONS



Similar in concept to the Turtles coin-op (hardly surprising, since it's designed to go into old Turtle cabinets). The Simpsons is nevertheless a thoroughly enjoyable game. The graphics are absolutely marvellous, from the brilliant movie-style introductory sequence showing Maggie's abduction to the in-game graphics, it's just like playing a cartoon. There are so many neat touches - just watch the expressions and reactions of the characters as they do battle, they're hilarious. The sound effects are also excellent - all sampled from the cartoon - and there's a version of the Simpsons tune thumping away maniacally in the background, which adds greatly to the frantic atmosphere. Add this all together, and mix in the mega-addictive gameplay and you've got a coin-op that offers loads of fun... and keeps you pumping in the cradle!



EL JAZZO  
RIGNALL



# ARCADE ACTION



BALLOON BLOWING BALONEY



ARCADE

GRAPHICS	83
SOUNDS	93
PLAYABILITY	94
LASTABILITY	89

OVERALL 91

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# PREVIEW

VERSION  
MASTER SYSTEM

DATE  
SEPTEMBER

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Sega owners aren't exactly well catered for when it comes to vertically scrolling shoot 'em ups (Powerstrike is probably the only decent one that comes to mind). Not to worry though, because Mirrorsoft are set to redress the balance with the release of *Xenon 2: Megablast*!

The aim of the game is pretty simple. Travel along the vertically scrolling play area roasting and a-toasting Xenite pods, with the aid of your attack fighter. Loads of pick-ups are on offer, ranging from heavy duty lasers to baricons and missiles. There are also the less interesting looms, like the spread-up smart bomb, made available simply by blasting away at the soon-carrying Xenites.

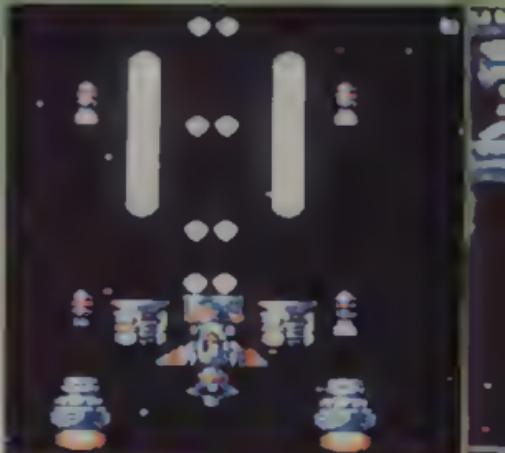
Mirrorsoft reckon that the Amiga game will be a September release, and from what we've seen so far, it's completely brilliant. Expect to see a lot more of it as soon as possible.



# XENON MEGABL

## MEGABL VENUES

The original Amiga blast had five levels of blasting action, but due to memory restrictions only the best three can make it into the Sega cartridge. The idea is that the evil Xenites have planted time bombs in various stages of the Earth's past, and our time-travelling attack craft has to rescue history by annihilating each bomb in turn. But the Xenites aren't going to make things easy.



# XENON 2 MEGABLAST



## EXPLOSIONS 'R' US

At the end of each level, after the player has seen off a massive boss, a trip to the shop occurs. Here, the player can buy new weapons systems as well as sell off all of the obsolete systems. Side-fire rear-fire, mines, drones, extra energy, massive lasers and cannons can all be purchased - if you've got the necessary wonga!



## THE COMPARISON QUESTION

The ST and Amiga versions of Xenon 2 Megablast fared extremely well when they were first reviewed in CVG, scoring a massive 95% and 96% respectively! From the pre-production Sega version we've seen, the graphics look extremely close to the 16-bit originals, with the action only slowing down when there are a lot of sprites and bullets on-screen at the same time. There's also a surprisingly small amount of flicker as well!



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# PRINCE of PERIA

# PREVIEW

VERSION  
MASTER SYSTEM

DATE  
TBA

PRICE  
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Prince of Persia Master System game freaks are in for a treat - the brilliant Prince of Persia will be taking a bow on a Sega near you soon!

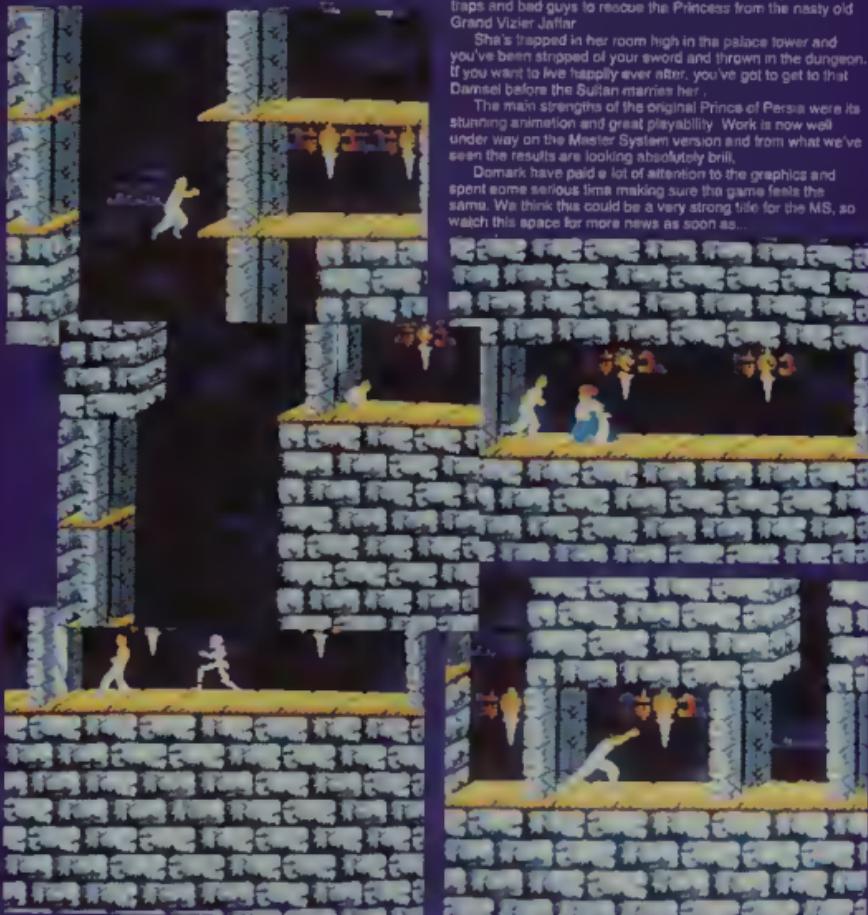
Converted by Domark, publishers of the original sword-and-puzzle computer classic, this console conversion is looking very good indeed and (dare we say it?) actually better than the original.

Taking the role of a rather dashing young hero, run, jump and fight your way through screen after screen of puzzles, traps and bad guys to rescue the Princess from the nasty old Grand Vizier Jaffir.

She's trapped in her room high in the palace tower and you've been stripped of your sword and thrown in the dungeon. If you want to live happily ever after, you've got to get to that damsel before the Sultan marries her.

The main strengths of the original Prince of Persia were its stunning animation and great playability. Work is now well under way on the Master System version and from what we've seen the results are looking absolutely brilliant.

Domark have paid a lot of attention to the graphics and spent some serious time making sure the game feels the same. We think this could be a very strong title for the MS, so watch this space for more news as soon as...



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# PREVIEW

## VERSION

AMIGA  
ST  
C64  
SPECTRUM  
AMSTRAD

## DATE

JULY  
JULY  
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JULY

## PRICE

£ 25.99  
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### KRYSALIS

After their success with the original Manchester United game (and the aforementioned team's recent success in the European Cup Winner's Cup) Krysalis are now set to repeat the glory with the imminent release of Manchester United Europe.

Viewed in a similar fashion to the original, this new footy spectacular has vastly improved audio/visuals (the crowd constantly cheer or murmur depending on how the action is going) and the choice of teams available includes all the teams selected to go into Europe's major football tournaments next year!



MUE also has an Kick Off 2-style aftertouch option giving improved ball control as well as almost-pinpoint accuracy for corners, throw-ins, and free kicks and the ability for headers and volleys!

Penalties are also awarded for fouls inside the six-yard box and yellow and red cards are dished out for players who can't keep their boots to themselves! If a player is injured badly enough, he can be substituted for one on the bench.

Unfortunately, MUE arrived at CVG Central too late for a full review this issue, but rest assured we'll be having a close look at this next month. The question remains - does Kick Off 2 have anything to fear? Find out soon!



VERSION  
NINTENDODATE  
AUGUSTPRICE  
£ TBA

# CAPTAIN SKYHAWK

Of all our brave flyboys, one man stands out from the crowd: it's Captain Skyhawk! With a chin to out-square the best of them, he's the one to be chosen to take his Tomcat out for a spin and blast those alien rotters who have decided that Earth is a bit shagged out and should be ripe for the taking.

Whether they're right is up to you in this five level alien bashing spectacular. Each level consists of three stages, the first being an air-to-ground vertical shoot 'em up. Complete this and it's off into the blu skies for an *Afterburner*-esque blast. Then comes a sticky docking procedure requiring pixel perfect accuracy unless you want to be so much dog food and metal shards.

Once you're safe inside HQ, it's toddle-down-to the shops. Ima with any credits earned whilst in battle to buy a load of missiles, before you're ejected back into the wide blue yonder to do the same again.

This latest release from ex-Ultimate chaps Rare has to be something special to continue the company's tradition of high quality releases.

Whilst most blasters start off relatively simple and become more difficult as you go, Captain Skyhawk seems to do exactly the opposite and becomes easier as you progress! Strange



One of the biggest complaints about *Afterburner* was the lack of things to do apart from shoot planes out of the sky, making a bit of a lame horse in the long-term playability stakes. But why waste a good idea just because it fell flat on its face as a stand-alone shoot 'em up? The programmers of Captain Skyhawk have simply squashed the full game down and made it into just one stage of their blaster!



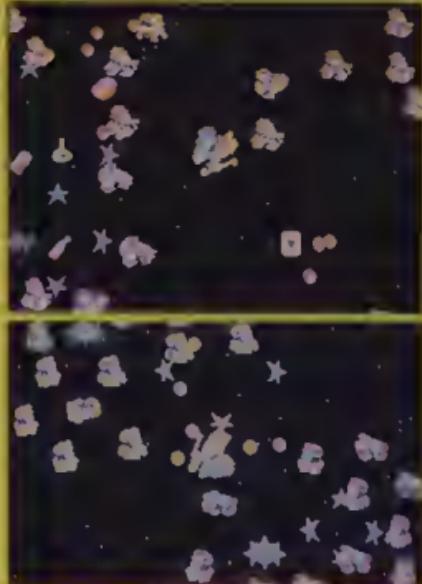
# Galactic

## THE VISION GAME

STAVROS FASOULAS

It's been quiet from Finland's foremost coder since 1988, when he impressed the C64 owning public with the brilliant ball-rolling Que Dex (Quest for Ultimela Dexlerity). Now Stavros Fasoulas is about to amaze the Amiga owners of 1991 with Galactic: The Vision Game.

There isn't much of a scenario as such. The player adopts the role of a king in a distant galaxy who gleans much amusement from playing the Galactic game. There is no certain goal just fast, frenetic action as you guide your king, blasting all-and-sundry with explosive playing cards of doom. The aim is just to survive as long as possible!



## PREVIEW

VERSION  
AMIGA

DATE  
TBA

PRICE  
£ TBA



Galactic has been in production for seven months now and most of the graphics and gameplay are complete. Stavvy's managed to coax this Amiga game into running at 50 frames a second (that's as fast and smooth as most coin-ops) and there's usually over 50 sprites on-screen at once.

From the look of the screenshots, Galactic looks like a very busy game and we're led to believe that it's one of the lastest games ever (Stavros reckons it's faster than both Delendur and Stargate!). In order to keep the action fast and fluid Galactic is a single load game, so there's no waiting around for new levels to be loaded in!

Galactic promises to be one of the most playable games ever to hit a 16-bit machine and we look forward to receiving a finished copy!



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 S  
 T  
 U  
 V  
 W  
 X  
 Y  
 Z



LET GO OF  
ME, HICKS!  
THAT  
XENOMORPH  
SCUM'S GOT  
OUR COPY  
OF CVG!

OK! OK!  
JUST GET  
THE HELL  
OFF MY  
TOE!

PICTURE BY KERR COURTESY OF TWENTIETH CENTURY FOX

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# "STUNNING, IMMENSE, EXCELLENT, GREAT, DEFINITIVE, ENORMOUS"



93%

"Experience a complete virtual reality, inside your computer."



87%

"Cyberon is a game that's really original and has a great sense of humor."



87%

"This is the most involved 3D game I've ever seen."

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BECAUSE  
PEOPLE  
SEEM TO  
LIKE ME!

88% **AMIGA Power**

"A deeply serious, immensely playable and generally ENORMOUS experience that's quite possibly the only game you'll need to buy this year."

93%

"A stunningly detailed virtual reality, it's the game to play after the definitive 3D experience, this is where the Real II."



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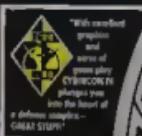
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93%

"Experience a complete virtual reality, inside your computer."



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93% **AMIGA**

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90% **AMIGA**

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